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TRANSMITTAL LETTER AND CERTIFICATE OF MAILING

To: Commissioner of Patents and Trademarks,
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The following enumerated items accompany this transmittal letter and are being submitted for the matter identified in the above caption.

1. Specification–title page, plus 50 pages, including 41 claims and Abstract
2. Transmittal letter including Certificate of Express Mailing
3. 11 Sheets Formal Drawings (Figs. 1-15)
4. Return Post Card

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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICATION FOR LETTERS PATENT

Methods Of Factoring Operating System Functions, Methods Of Converting Operating Systems, and Related Apparatus

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ATTORNEY'S DOCKET NO. MS1-354US

TECHNICAL FIELD

This invention relates to methods of factoring operating system functions, to methods of converting operating systems from non-object-oriented formats into object-oriented formats, and to related apparatus.

BACKGROUND OF THE INVENTION

Operating systems typically include large numbers of callable functions that are structured to support operation on a single host machine. When an application executes on the single host machine, it interacts with the operating system by making one or more calls to the operating system's functions.

Although this method of communicating with an operating system has been adequate, it has certain shortcomings. One such shortcoming relates to the increasing use of distributed computing, in which different computers are programmed to work in concert on a particular task. Specifically, operating system function libraries can severely limit the ability to perform distributed computing.

Fig. 1 illustrates the use of functions in prior art operating systems. Fig. 1 shows a system 20 that includes an operating system 22 and an application 24 executing in conjunction with the operating system 22. In operation, the application 24 makes calls directly into the operating system when, for example, it wants to create or use an operating system resource. As an example, if an application wants to create a file, it might call a "CreateFile" function at 26 to create the file. Responsive to this call, the operating system returns a "handle" 28. A "handle" is an arbitrary identifier, coined by the operating system to identify a resource that is controlled by the operating system. In this example, the

application uses handle 28 to identify the newly created file resource any time it makes subsequent calls to the operating system to manipulate the file resource. For example, if the application wants to read the file associated with handle 28, it uses the handle when it makes a "ReadFile" call, e.g. "ReadFile (handle)". Similarly, if the application wants to write to the file resource it uses handle 28 when it makes a "WriteFile" call, e.g. "WriteFile (handle)".

One problem associated with using a handle as specified above is that the particular handle that is returned to an application by the operating system is only valid for the process in which it is being used. That is, without special processing the handle has no meaning outside of its current process, e.g. in another process on a common or different machine. Hence, the handle cannot be used across process or machine boundaries. This makes computing in a distributed computing system impossible because, by definition, distributed computing takes place across process and machine boundaries. Thus, current operating systems lack the ability to name and manipulate operating system resources on remote machines.

Another problem with traditional operating system function libraries is that individual functions cannot generally be modified without jeopardizing the operation of older versions of applications that might depend on the particular characteristics of the individual functions. Thus, when an operating system is upgraded it typically maintains all of the older functions so that older applications can still use the operating system.

In prior art operating systems, a function library essentially defines a protocol for communicating with an operating system. When operating systems are upgraded, the list of functions that it provides typically changes. Specifically, functions can be added, removed, or changed. This changes the protocol that is

used between an application and an operating system. As soon as the protocol is changed, the chances that an application will attempt to use a protocol that is not understood by the operating system, and vice versa increase.

Prior art operating systems attempt to deal with new versions of operating systems by using so-called version numbers. Version numbers are assigned to each operating system. Applications can make specific calls to the operating system to ascertain the version number of the operating system that is presently in use. For example, when queried by an application, Windows NT 4 returns a "4" and Windows NT 5 returns a "5". The application must then know what specific protocol to use when communicating with the operating system. In addition, in order for an operating system to know what operating system version the application was designed for, a value is included in the application's binary. The operating system can then attempt to accommodate the application's protocol.

The version number system has a couple of problems that can adversely affect functionality. Specifically, a typical operating system may have thousands of functions that can be called by an application. For example, Win32, a Microsoft operating system application programming interface, has some 8000 functions. The version number that is assigned to an operating system then, by definition, represents all of the possibly thousands of functions that an operating system supports. This level of description is undesirable because it does not provide an adequate degree of resolution. Additionally, some operating systems can return the same version number. Thus, if the operating systems are different (which they usually are), then returning the same version number can lead to operating errors. What is needed is the ability to identify different versions of operating systems at a level that is lower than the operating system level itself.

Ideally, this level should be at or near the function level so that a change in just one or a few functions does not trigger a new version number for the entire operating system.

The present invention arose out of concerns associated with providing improved flexibility to operating systems. Specifically, the invention arose out of concerns associated with providing operating systems that are configured for use in distributed computing environments, and that can easily support legacy applications and versioning.

SUMMARY OF THE INVENTION

Operating system functions are defined as objects that are collections of data and methods. The objects represent operating system resources. The resource objects can be instantiated and used across process and machine boundaries. Each object has an associated handle that is stored in its private state. When an application requests a resource, it is given a second handle or pseudo handle that corresponds with the handle in the object's private state. The second handle is valid across process and machine boundaries and all access to the object takes place through the second handle. This greatly facilitates remote computing. In preferred embodiments, the objects are COM objects and remote computing is facilitated through the use of Distributed COM (DCOM) techniques.

Other embodiments of the invention provide legacy and versioning support by identifying each resource, rather than the overall operating system, with a unique identifier that can specified by an application. Different versions of the same resource have different identifiers. This ensures that applications that need a specific version of a resource can receive that version. This also ensures that an

application can specifically request a particular version of a resource by using its unique identifier, and be assured of receiving that resource.

Other embodiments of the invention provide legacy support by intercepting calls for operating system functions and transforming those calls into object calls that can be understood by the resource objects. This is accomplished in preferred embodiments by injecting a level of indirection between an unmodified application and an operating system.

BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1 is a diagram that illustrates a prior art operating system.

Fig. 2 is a diagram of a computer that can be used to implement various embodiments of the invention.

Fig. 3 is a diagram of one exemplary operating system architecture.

Fig. 4 is a high level diagram of an operating system having a plurality of its resources defined as objects and distributed across process and machine boundaries.

Fig. 5 is a diagram of an exemplary architecture in accordance with one embodiment of the invention.

Fig. 6 is a diagram that illustrates operational aspects of one embodiment of the invention.

Fig. 7 is a diagram of one exemplary operating system architecture.

Fig. 8 is a diagram of one exemplary operating system architecture.

Fig. 9 is a diagram of one exemplary operating system architecture.

Fig. 10 is a flow diagram that describes processing in accordance with one embodiment of the invention.

Fig. 11 is a block diagram that illustrates one aspect of an interface factoring scheme.

Figs 12-15 are diagrams of interface hierarchies in accordance with one embodiment of the invention.

DETAILED DESCRIPTION

Overview

Various examples will be given in the context of Microsoft's Win32 operating system application programming interface and function library, commonly referred to as the "Win32 API." Although this is a specific example, it is not intended to limit the principles of the invention to only the Win32 function library or, for that matter, to Microsoft's operating systems. The Win32 operating system is described in detail in a text entitled *Windows 95 WIN32 Programming API Bible*, authored by Richard Simon, and available through Waite Group Press.

In accordance with one embodiment of the invention, one or more of an operating system's resources are defined as objects that can be identified and manipulated by an application through the use of object-oriented techniques. Generally, a resource is something that might have been represented in the prior art as a particular handle "type." Examples of resources include files, windows, menus and the like.

Preferably, all of the operating system's resources are defined in this way. Doing so provides flexibility for distributed computing and legacy support as will become apparent below. By defining the operating system resources as objects, without reference to process-specific "handles," the objects can be instantiated anywhere in a distributed system. This permits responsibility for different

resources to be split up across process and machine boundaries. Additionally, the objects that define the various operating system resources can be identified in such a way that applications have no trouble calling the appropriate objects when they are running. This applies to whether the applications know they are running in connection with operating system resource objects or not. If applications are unaware that they are running in connection with operating system resource objects, e.g. legacy applications, a mechanism is provided for translating calls for the functions into object calls that are understood by the operating system resources objects.

In addition, factorization schemes are provided that enable an operating system's functions to be re-organized and redefined into a plurality of object interfaces that have methods corresponding to the functions. In preferred embodiments, the interfaces are organized to leverage advantages of interface aggregation and inheritance.

Preliminarily, Fig. 2 shows a general example of a desktop computer 130 that can be used in accordance with the invention. Various numbers of computers such as that shown can be used in the context of a distributed computing environment. In this document, computers are also referred to as "machines".

Computer 130 includes one or more processors or processing units 132, a system memory 134, and a bus 136 that couples various system components including the system memory 134 to processors 132. The bus 136 represents one or more of any of several types of bus structures, including a memory bus or memory controller, a peripheral bus, an accelerated graphics port, and a processor or local bus using any of a variety of bus architectures. The system memory 134 includes read only memory (ROM) 138 and random access memory (RAM) 140.

A basic input/output system (BIOS) 142, containing the basic routines that help to transfer information between elements within computer 130, such as during start-up, is stored in ROM 138.

Computer 130 further includes a hard disk drive 144 for reading from and writing to a hard disk (not shown), a magnetic disk drive 146 for reading from and writing to a removable magnetic disk 148, and an optical disk drive 150 for reading from or writing to a removable optical disk 152 such as a CD ROM or other optical media. The hard disk drive 144, magnetic disk drive 146, and optical disk drive 150 are connected to the bus 136 by an SCSI interface 154 or some other appropriate interface. The drives and their associated computer-readable media provide nonvolatile storage of computer-readable instructions, data structures, program modules and other data for computer 130. Although the exemplary environment described herein employs a hard disk, a removable magnetic disk 148 and a removable optical disk 152, it should be appreciated by those skilled in the art that other types of computer-readable media which can store data that is accessible by a computer, such as magnetic cassettes, flash memory cards, digital video disks, random access memories (RAMs), read only memories (ROMs), and the like, may also be used in the exemplary operating environment.

A number of program modules may be stored on the hard disk 144, magnetic disk 148, optical disk 152, ROM 138, or RAM 140, including an operating system 158, one or more application programs 160, other program modules 162, and program data 164. A user may enter commands and information into computer 130 through input devices such as a keyboard 166 and a pointing device 168. Other input devices (not shown) may include a microphone,

joystick, game pad, satellite dish, scanner, or the like. These and other input devices are connected to the processing unit 132 through an interface 170 that is coupled to the bus 136. A monitor 172 or other type of display device is also connected to the bus 136 via an interface, such as a video adapter 174. In addition to the monitor, personal computers typically include other peripheral output devices (not shown) such as speakers and printers.

Computer 130 commonly operates in a networked environment using logical connections to one or more remote computers, such as a remote computer 176. The remote computer 176 may be another personal computer, a server, a router, a network PC, a peer device or other common network node, and typically includes many or all of the elements described above relative to computer 130, although only a memory storage device 178 has been illustrated in Fig. 2. The logical connections depicted in Fig. 2 include a local area network (LAN) 180 and a wide area network (WAN) 182. Such networking environments are commonplace in offices, enterprise-wide computer networks, intranets, and the Internet.

When used in a LAN networking environment, computer 130 is connected to the local network 180 through a network interface or adapter 184. When used in a WAN networking environment, computer 130 typically includes a modem 186 or other means for establishing communications over the wide area network 182, such as the Internet. The modem 186, which may be internal or external, is connected to the bus 136 via a serial port interface 156. In a networked environment, program modules depicted relative to the personal computer 130, or portions thereof, may be stored in the remote memory storage device. It will be

appreciated that the network connections shown are exemplary and other means of establishing a communications link between the computers may be used.

Generally, the data processors of computer 130 are programmed by means of instructions stored at different times in the various computer-readable storage media of the computer. Programs and operating systems are typically distributed, for example, on floppy disks or CD-ROMs. From there, they are installed or loaded into the secondary memory of a computer. At execution, they are loaded at least partially into the computer's primary electronic memory. The invention described herein includes these and other various types of computer-readable storage media when such media contain instructions or programs for implementing the steps described below in conjunction with a microprocessor or other data processor. The invention also includes the computer itself when programmed according to the methods and techniques described below.

For purposes of illustration, programs and other executable program components such as the operating system are illustrated herein as discrete blocks, although it is recognized that such programs and components reside at various times in different storage components of the computer, and are executed by the data processor(s) of the computer.

General Operating System Object Architecture

Fig. 3 shows an exemplary group of objects generally at 30 that represent a plurality of operating system resources 32, 34, 36, 38 within operating system 22. Resource 32 is a file resource, resource 34 is a window resource, resource 36 is a font resource, and resource 38 is a menu resource. The objects contain methods and data that can be used to manipulate the object. For example, file object 32

might include the methods "CreateFile", "WriteFile", and "ReadFile". Similarly, window object 34 might include the methods "CreateWindow", "CloseWindow" and "FlashWindow". Any number of objects can be provided and are really only limited by the number of functions that exist in an operating system, and/or the way in which the functions are factored as will become apparent below. In various embodiments, it has been found advantageous to split the functions into a plurality of objects based upon a logical relationship between the functions. One advantage of doing this is that it facilitates computing in a distributed system and limits the complexity of doing so. Specifically, by dividing the functions logically between various objects, only objects having the desired functionality are instantiated on a remote machine. For example, if all of the functions that are associated with displaying a window on a display device are contained within a single object, then only that object need be instantiated on a remote display machine, e.g. a handheld device. Although it is possible for all of the functions of an operating system to be represented by a single object, this would add to overhead during remote processing. The illustrated architecture is particularly useful for applications that are "aware" they are operating in connection with resource objects. These applications can make specific object calls to the resource objects without the need to intercept and translate their calls, as will be discussed below.

Although any suitable object model can be used to define the operating system resources, it has been found particularly advantageous to define them as COM objects. COM objects are well known Microsoft computing mechanisms and are described in a book entitled *Inside OLE*, Second Edition 1995, which is authored by Kraig Brockschmidt. In COM, each object has one or more interfaces that are represented by the plug notation used in Fig. 3. An interface is a group of

semantically related functions or methods. All access to an object occurs through member functions of an interface. Representing the operating system resources as objects provides an opportunity to redefine the architecture of current operating systems, and to provide new architectures that improve upon the old ones.

One advantage of representing resources as COM objects comes in the remote computing environment. Specifically, when COM objects are instantiated throughout a distributed computing system, Distributed COM (DCOM) techniques can be used for remote communication. DCOM is a known communication protocol developed by Microsoft.

Fig. 4 shows an exemplary distribution of an operating system's resources across one process boundary and one machine boundary in a distributed computing system. In the described example, resource object 48 is instantiated in-process (i.e. inside the application's process), resource object 50 is instantiated in another process on the same machine (i.e. local), and resource object 52 is instantiated on another machine (i.e. remote). The instantiated resource objects are used by the application 24 and constitute a translation layer between the application and the operating system. Specifically, the application makes object calls on the resource objects. The resource objects, in turn, pass the calls down into the operating system in a manner that is understood by the operating system. One way of doing this is through the use of handle/pseudo handle pairs discussed in more detail below.

In order to use the resource objects, the application must first be able to communicate with them. In one embodiment where the operating system resources comprise COM objects, communication takes place through the use of known DCOM techniques. Specifically, in the local case where resource 50 is

instantiated across a process boundary, DCOM provides for an instantiated proxy/stub pair 54 to marshal data across the process boundary. The remote case also uses a proxy/stub pair 54 to marshal data across the process and machine boundaries. In addition, an optional proxy manager 56 can be instantiated or otherwise provided to oversee communication performed by the proxy/stub pair, and to take measures to reduce unnecessary communication. Specifically, one common proxy manager task is to cache remote data to avoid unnecessary communication. For example, in the Win32 operating system, information can be cached to improve the re-drawing of remote windows. When a BeginPaint() call is made, it signals the beginning of a re-draw operation by creating a new drawing context resource. In order to be available remotely, this resource has to be wrapped by an object. Rather than creating a new object instance on each re-draw operation, an object instance can be cached in the proxy manager and re-used for the re-draw wrapper

Translation Layer

Fig 5 shows a translation layer 58 comprising resource objects 32, 34, 36, and 38. Translation layer 58 is interposed between an application 24 that is configured to make resource object calls, and an operating system 22 that is not configured to receive the resource object calls. In this example, application 24 is not a legacy application because those applications directly call functions in the operating system. Translation layer 58 works in concert with application 24 so that the application's resource object calls can be used by the object to call functions of the operating system.

Fig. 6 shows one way that translation layer 58 translates resource object calls from the application 24 into calls to operating system functions. Here, the operating system resources are defined as COM objects that have one or more interfaces that are called by the application. Because the COM objects can be instantiated either in process, locally, or remotely, the standard handle that was discussed in the "Background" section cannot be used. Recall that the reason for this is that the handle is only valid in its own process, and not in other processes on the same or different machines. To address and overcome the limitations that are inherent with the use of this first handle, aspects of the invention create a second or "pseudo" handle and associate it with the first handle. The second handle is preferably valid universally, outside the process of the first handle. This means that the second handle is valid across multiple machine and process boundaries. The application uses the second handle instead of the first handle whenever it creates or manipulates an operating system resource.

In operation, an application initially calls a resource object in the translation layer 58 when it wants to create a resource to use. An application may, for example, call "CreateFile" on a file object to create a file. The application is then passed a pseudo-handle 60 instead of the first handle 28 for the file object. The first handle 28 is stored in the object instance's private state, i.e. it remains with its associated object. This means that the file object has its own real handle 28 that it maintains, and the application has a pseudo handle 60 that corresponds to the real handle. Application 24 makes object calls to the object of interest using the pseudo-handle 60. The object takes the pseudo-handle, retrieves the corresponding handle 28 and uses it to call functions in the operating system. The application uses the pseudo-handle 60 for all access to the operating system

resource. In a preferred embodiment, pseudo-handle 60 is an interface pointer that points to an interface of the object of interest.

With an appropriate pseudo-handle, an application is free to access any of the resources that are associated with an object that corresponds to that handle. This means that the application uses the pseudo-handle 60 to make subsequent calls to, in this example, the file object. For example, calls to "ReadFile" and "WriteFile" now take place using the pseudo handle 60. When the application makes a call using the pseudo handle 60, the object determines the real handle that corresponds to the pseudo-handle. Any suitable method can be used such as a mapping process. If the object is in process, then the call gets passed down to the operating system 22 using first handle 28 as shown. If the object is local or on another machine, then communication takes place with the object at its current location across process and machine boundaries. Where the operating system resources are defined as COM objects, DCOM techniques can be used to call across process and machine boundaries.

Legacy Application Support

Figs. 7 and 8 show two different architectures that can be used in connection with legacy applications. Fig. 7 includes an operating system that is the same as the one described in connection with Fig. 5. Fig. 8 includes an operating system that is the same as the one described in connection with Fig. 3.

Recall that legacy applications are those that call operating system functions instead of objects. These types of applications do not have any way of knowing that they are running in connection with a system whose resources are defined as objects. Hence, when an application calls a function, it "believes" that

the function is supported by and accessible through the operating system. The syntax of the function calls, however, is not understood by the objects. Embodiments of the invention translate the syntax of the function calls into syntax that is understood by the objects. In accordance with one embodiment, application calls are intercepted and transformed before reaching the operating system. The transformed calls are then used to call the appropriate object using the syntax that it can understand. Then the object passes the calls into the operating system as was described above in connection with Fig. 6.

In one implementation, a detour 60 is provided that implements a detour function. Detour 60 is interposed between the application and the operating system. When an application calls a function, detour 60 intercepts the call and transforms it into an object call. In preferred embodiments, detour 60 enables communication across at least one and preferably more process and machine boundaries for remote computing. Where the objects are COM objects, communication takes place through DCOM techniques discussed above.

To understand how one embodiment of detour 60 works, the following example is given. Syntactically, detour 60 changes the syntax of an application's call to an operating system function into one that is understood by an object. For example, a prior art call might use the following syntax to call "ReadFile": ReadFile(handle, buffer, size), where "handle" specifies a file resource that is to be read. There are many different resources that can be read using the ReadFile function, e.g. a file, a pipe, and a socket.

When a prior art operating system is called in this manner, the operating system typically looks for the code that is associated with reading the particular type of resource that is specified by the handle, and then reads the resource using

the code. One way prior art operating systems can do this is to have one lengthy "IF" statement that specifies the code to be used for each different type of resource. Thus, if a new resource is to be added, the "IF" statement must be modified to provide for that type of resource.

Detour 60 greatly streamlines this process by translating the "ReadFile" call syntax into one that can be used by the specified resource. So in this example, the original "handle" actually specifies an object. The new syntax for the object call is represented as "handle→ReadFile (buffer, size)". Here, "handle" is the object and "ReadFile" is an object function or method. In COM embodiments, the "ReadFile" method of the handle object is accessed through the object's *vtable* in a known manner. This configuration allows an object to contain only the code that is specifically necessary to operate upon it. It need not contain any code that is associated with other types of objects. This is advantageous because new objects can be created simply by providing the code that is uniquely associated with it, rather than by modifying a lengthy "IF" statement. Each object is self-contained and does not impact or affect any of the other objects. Nor does its creation affect the run time of any other objects. Only those applications that need a specific object will have it created for their use. Another advantage is the ease with which objects can be accessed. Specifically, applications can access the various objects through the use of pseudo-handles which are discussed above.

Detour 60 constitutes but one way of making a syntactic transformation from one format that cannot be used with resource objects to a format that can be used with resource objects. This supports legacy applications that do not "know" that they are running on top of a system whose resources are provided as objects.

So, to the application it appears as if its calls are working just the same as they ever did.

Detour Implementation

When an application is built, it links against a set of dynamic linked libraries or (DLLs). The DLLs contain code that corresponds to the particular calls that an application makes. For example, the call "CreateFile" is contained in a DLL called "kernel32.dll". At run time, the operating system loads "kernal32.dll" into the address space for the application. Detour 60 contains a detour call for each call that an application makes. So, in this example, detour 60 contains a call "Detour_CreateFile". The goal of detour 60 is to call the "Detour_CreateFile" called every time the application calls "CreateFile". This provides a level of indirection when the application makes a call to the operating system. The indirection enables certain decisions to be made by detour 60 that relate to whether a call is made locally or remotely.

As an example, consider the following. If an application desires to use a "WriteFile" call to write certain data to a particular file remotely, but also to write certain other data to a file locally, then a redirected "Detour_WriteFile" call can determine that there is a local operation that must take place, as well as a remote operation that must take place. The "Detour_WriteFile" call can then make the appropriate calls to ensure that the local operation does in fact take place, and the appropriate calls to ensure that the remote operations do in fact take place.

One way of injecting this level of indirection into the call is to manipulate the call's assembly code. Specifically, portions of the assembly code can be removed and replaced with code that implements the detour. So, using the

"CreateFile" call as an example, the first few lines of code comprising the "CreateFile" call are removed and replaced with a "jump" instruction that calls "Detour_CreateFile". For those operating systems that do not natively implement resource objects, a trampoline 62 (Fig. 9) is provided and receives the lines of code that are removed, along with another jump instruction that jumps back to the original "CreateFile" call. Now, when application 24 calls "CreateFile", detour 60 automatically calls "Detour_CreateFile". If there is local processing that must take place, the "Detour_CreateFile" can call trampoline 62 to invoke the original local "CreateFile" sub-routine. Otherwise, if there is remote processing that must take place, the detour 60 can take the appropriate steps to ensure that remote processing takes place. In this manner, the detour 60 wedges between the application and the operating system with a level of indirection. The indirection provides an opportunity to process either locally or remotely.

One of the primary advantages of detour 60 in the COM embodiments is the remoting capabilities provided by DCOM. That is, because the operating system's resources are now modeled as COM objects, DCOM can be used essentially for free to support communication with local or remote processes or machines.

Linking Against Detours

One way that detours can be implemented is to modify the dynamic link library (DLL) that an application links against. Specifically, rather than link against DLLs and their associated functions, an application links directly against detour functions, e.g. "detour32.dll" instead of "kernel32.dll". Here, "detour32.dll" contains the same function names as "kernel32.dll". However,

rather than providing the kernel's functionality, "detour32.dll" contains object calls. Thus, an application makes a function call to a function name in the "detour32.dll" which, in turn, makes an object call.

With the "detour.dll", all of the function calls are translated into COM calls. The trampoline 62 is loaded and is hardwired so that it knows where to jump to the appropriate places in the kernal32.dll.

Version Support

Another aspect of the invention provides support for different versions of a resource within an operating system. Recall that in the prior art, operating system versions are simply represented by a version number. The version number represents the entire collection of operating system functions. Thus, a modification to a handful of operating system functions might spawn a new operating system version and version number. Yet, many if not most of the original functions remain unchanged. Because of this, version numbers provide an undesirable degree of description. In addition, recall that previous operating systems maintain vast function libraries that include all of the functions that an application might need. Function calls cannot be deleted because legacy applications might need them. This results in a large, bulky architecture of collective functions that is not efficient.

While the functionality of these functions must be maintained to support legacy applications, various embodiments of the invention do so in a manner that is much less cumbersome and much more efficient. Specifically, embodiments of the invention create the necessary resources for legacy applications only when they are needed by an application. The resources are defined as objects that are

collections of data and methods. Each object only contains the methods that pertain to it. No other resources are created or maintained if they are not specifically needed by an application. This is made possible, in the preferred embodiment, through the use of COM objects that encapsulate the functionality of the requested resources.

Accurate version support is provided by the way in which object interfaces are identified. Specifically, each object interface has its own unique identifier. Each different version of a resource is represented by a different interface identifier. An application can specifically request a unique identifier when it wants a particular version of a resource.

One way of implementing this in COM is as follows. As background, every interface in COM is defined by an interface identifier, or IID that is formed by a globally unique identifier or "GUID". GUIDs are numbers that are generated by the operating system and are bound by the programmer or a development tool to the interfaces that they represent. By programming convention, no two incompatible interfaces can ever have the same IID. One of the rules in COM that accompanies the use of these GUIDs is that if an interface changes in any way whatsoever, so too must its associated IID change. Thus, IIDs and interfaces are inextricably bound together and provide a way to uniquely identify the interface with which it is associated over all other interfaces in its operating universe.

In the present invention, every operating system function is implemented as a method of some interface that has its own assigned unique identifier. In the preferred embodiment, the unique identifier comprises a GUID or IID. Other unique identifiers can, of course, be used. An application that uses a set of functions now specifies unique identifiers that are associated with the functions.

This assures the application that it will receive the exact versions of the functions or methods that it needs to execute. In addition, in those circumstances where the resources are instantiated across a distributed system, the unique identifiers are specified across multiple process and machine boundaries. In a preferred embodiment, the applications store the appropriate unique identifiers, GUIDs, or IIDs in their data segment.

One of the benefits of using unique identifiers or IIDs is that each represents the syntax and the semantics of an interface. If the syntax or the semantics of an interface changes, the interface must be assigned a new identifier or IID. By representing the operating system resources as COM objects that support these interfaces, each with their own specific identifier or IID, applications can be assured of the desired call syntax and semantics when specific interfaces are requested. Specifically and with reference to the COM embodiments, an application that knows it is operating on an operating system that has its resources defined as COM objects can call *QueryInterface* on a particular object. By specifying the IID in the *QueryInterface* call, the application can determine whether that object implements a specific version of a specific interface.

In addition, embodiments of the invention can provide an operating system with the ability to determine, based on the specified unique identifier, whether it has the resource that is requested. If it does not, the operating system can ascertain the location of the particular resource and retrieve it so that the application can have the requested resource. The location from which the resource is retrieved can be across process and machine boundaries. As an example, consider the following. If an application asks for a specific version of a "ReadFile" interface, and the operating system does not support that version, the operating system may

know where to go in order to download the code to implement the requested functionality. Software code for the specific requested interface may, for example, be located on a web site to which the operating system has access. The operating system can then simply access the web site, download the code, and provide the resource to the application.

Linking Against Unique Identifiers

When an application is linked, it typically links against a set of DLL names and entry points in a known manner. The DLLs contain code that corresponds to the particular calls that an application will need to make. So for example, if an application knows that it is going to need the call "CreateFile", it will link against the DLL name that includes the code for that call, e.g. "kernel32.dll". At run time, a loader for the operating system loads "kernel32.dll" into the address space for the application. Linking against DLLs in this manner does not support versioning because there is no way to specify a particular version of a resource.

To address this and other problems, one embodiment of the invention establishes a library that contains unique identifiers for one or more interfaces, e.g. GUIDs, and the method offsets that are associated with the unique identifiers. The method offsets correspond to the vtable entry for the unique identifier. An application is then linked against the unique identifiers. For example, when an application is compiled, it is linked against one or more ".lib" or library files. A linker is responsible for taking the ".lib" files that have been specified by the application and looking for the functions or methods that are needed by the application. When the linker finds the appropriate specific functions, it copies information out of the ".lib" file and into the binary image of the application. This

information includes the name of the DLL containing the functions, and the name of the function. Linking by GUID and method offset can be accomplished by simply modifying the library or ".lib" files by replacing the DLL names and function names with the GUIDs and method offsets. This change does not affect the application, operating system, or compiler. For example, DLL names typically have the form "xxxxxx.dll". The GUID identifier, on the other hand, is represented as a hexadecimal string that is specified by a set of brackets "{}". The linker and the loader can then be modified by simply specifying that they should look for the brackets, instead of looking for the "xxxxxx.dll" form. This results in loading only those specific interfaces (containing the appropriate methods) that are needed for an application instead of any DLLs. This supports versioning because an application can specifically name, by GUID, the specific interfaces that it needs to operate. Accordingly, only those interfaces that constitute the specific version that an application requests are loaded.

Factorization

Factorization involves looking at a set of functions and reorganizing the functions into defined interfaces based upon some definable logical relationship between the functions. In the described embodiment of the invention, the existing functions of an operating system are factored and assigned to different interfaces, so that the functions are now implemented as interface methods. The interfaces are associated with objects that represent underlying operating resources such as files, windows, etc. In this context, an "object" is a data structure that includes both data and associated methods. The objects are preferably COM objects that can be instantiated anywhere throughout a remote computing system. Factoring

the function calls associated with an operating system's resources provides independent operating system resources and promotes clarity. It also promotes effective, efficient versioning, and clean remoting of the resources.

Fig. 10 shows a flow diagram at 200 that describes factorization steps in accordance with one embodiment of the invention. Step 202 factors function calls into first interface groups based upon a first criteria. An exemplary first criteria takes into account the particular items or underlying resources associated with the operation of a function, or the particular manner in which a function behaves. For example, some functions might be associated only with a window resource in that they create a window or allow a window to be manipulated in some way. These types of functions are placed into a first group that is associated with windows. An exemplary first interface group might be designated *IWin32Window*.

Step 204 factors the first groups into individual sub-groups based upon a second criteria. An exemplary second criteria is based upon the nature of the operation of a function on the particular item or resource with which it is associated. For example, by nature, some functions create resources such as windows, while other functions do not create resources. Rather, these other functions have an effect on, or operate in some manner on a resource after it has been created. Accordingly, step 204 considers this operational nature and assigns the functions to different sub-groups based upon operational differences. In one embodiment, the groups are factored into sub-groups by considering the call parameters and return values that the functions use. This permits factorization to take place based upon each function's use of a handle. As an example, consider the following five functions:

```
HANDLE CreateWindow(...);
int DialogBoxParam(...,HANDLE, ...);
int FlashWindow(HANDLE, ...);
HANDLE GetProp (HANDLE, ...)
int GetWindowText(HANDLE, ...);
```

A loaded operating system resource is exported to the application as an opaque value called a kernel handle. Functions that create kernel handles (i.e., resources) are moved to a "factory" interface, and functions that then query or manipulate these kernel handles are moved to a "handle" interface. Accordingly, step 206 assigns the sub-groups to different object interfaces. For example, those functions that create a window are assigned into an interface sub-group called *IWin32WindowFactory*, while those functions that do not create a window, but rather operate on it in some way are assigned into an interface sub-group called *IWin32WindowHandle.* Each interface represents a particular object's implementation of its collective functions. Objects can now be created or instantiated that include interfaces that contain one or more methods that correspond to the functions. Objects can be instantiated anywhere in a remote computing environment.

In a further extension of the factorization, consideration is given to functions that act upon a number of different resources. For example, Win32 has several calls that synchronize on a specified handle. The specified handle can represent a standard synchronization resource, such as a mutual exclusion lock, or less common synchronization resources such as processes or files. By simply factoring the functions as described above, this relationship would be missed. For example, the synchronization calls would be placed in a *IWin32SyncHandle* interface, while the process and file calls would be placed in

IWin32ProcessHandle and *IWin32FileHandle* interfaces, respectively. In order to capture the relationship between these functions though, the process and file interfaces should also include the synchronization calls. Because the process and file handles can be thought of as logically extending the functionality of the synchronization handle, the concept of interface inheritance can be used to ensure that this takes place. Accordingly, both the *IWin32ProcessHandle* and *IWin32FileHandle* will thus inherit from the *IWin32SyncHandle* interface. This means that the *IWin32ProcessHandle* and *IWin32FileHandle* interfaces contain all the methods of the *IWin32SyncHandle* interface, in addition to their own methods.

To assist in further understanding of the factorization scheme, the following example is given by considering again the five functions listed above. Fig. 11 constitutes a small but exemplary subset of the 130+ window functions in the Win32 operating system. The "CreateWindow()" function creates a window. The remaining functions execute a dialog box, flash the window's title bar, query various window properties, and return the current text in the window title bar. These functions all operate on windows in some way and are first factored into a windows group. Next, the functions are further factored depending on their use of kernel handles (denoted by "HANDLE" in the above functions). Since "CreateWindow()" creates a handle or window, it is factored into a factory sub-group called *IWin32WindowFactory*. Since the other functions do not create a window, but only operate on or relative to one, they are placed in a handle sub-group called *IWin32WindowHandle*. In a third step, the *IWin32WindowHandle* sub-group is further factored into *IWin32WindowState* and *IWin32Property* interfaces. The State and Property interfaces are said to compose the *IWin32WindowHandle* interface. This composition is modeled through interface

aggregation. The dialog calls are factored into their own interface since they are logical extensions of the windows. This is modeled through interface inheritance. Interface aggregation and inheritance are discussed in more detail in the Brockschmidt text above.

To further assist in understanding the factorization scheme, Figs. 12-15 are provided, as well as the factorization list below. Figs. 12-15 lists the interface hierarchy and factoring of a subset of more than one thousand functions of the Win32 operating system. The subset contains the necessary Win32 functions to support three operating system-intensive applications: Microsoft PhotoDraw, the Microsoft Developers' Network Corporate Benefits sample, and Microsoft Research's Octarine. The first is a commercial image manipulation package, the second is a widely distributed sample three-tiered, client-server application, and the third is a prototype COM-based integrated productivity application. All obsolete Windows 3.1 (16-bit) calls have been placed in *IWin16* interfaces. In implementation, the top-level call prototypes will mirror their Win32 counterparts, with the appropriate parameters replaced by interface pointers. Note that these calls can wrap lower-level methods that implement different parameters. For example, the lower level methods could return descriptive HRESULTs directly and the Win32 return types as OUT parameters. Additionally, ANSI API calls can be implemented as wrappers of their UNICODE counterparts. The wrappers will simply perform argument translation and then invoke the counterpart.

The factorization list below lists the interface hierarchy. Inheritance relationships are clearly shown by the connecting lines, while aggregation is pictured by placing one interface block within another. This section also lists the

call factorization. In the factorization list, "X:Y" denotes that X inherits from Y, and "Y←X" denotes that X is aggregated into Y.

Factorization List

Generic Handles

IWin32Handle
CloseHandle

Atoms

IWin32Atom
GlobalDeleteAtom
GlobalGetAtomNameA

IWin32AtomFactory
GlobalAddAtomA

Clipboard

IWin32Clipboard
ChangeClipboardChain
CloseClipboard
GetClipboardData
GetClipboardFormatNameA
GetClipboardFormatNameW
GetClipboardOwner
GetClipboardViewer
GetOpenClipboardWindow
IsClipboardFormatAvailable
SetClipboardData

IWin32ClipboardFactory
RegisterClipboardFormatA
RegisterClipboardFormatW

Console

IWin32Console : IWin32SyncHandle
GetConsoleMode
GetNumberOfConsoleInputEvents
PeekConsoleInputA
ReadConsoleA
ReadConsoleInputA
SetConsoleMode
SetStdHandle
WriteConsoleA

IWin32ConsoleFactory
AllocConsole
GetStdHandle

Drawing

IWin16DeviceContextFont : IWin16DeviceContext
EnumFontFamiliesA
EnumFontsW
GetCharWidthA
GetTextExtentPointA
GetTextExtentPointW

IWin16MetaFile : IWin16DeviceContext
CloseMetaFile
CopyMetaFileA
DeleteMetaFile
EnumMetaFile
GetMetaFileA
GetMetaFileBitsEx
GetWinMetaFileBits
PlayMetaFile
PlayMetaFileRecord

IWin16MetaFileFactory
GetEnhMetaFileA
SetEnhMetaFileBits
SetMetaFileBitsEx

IWin32Bitmap:IWin32GDIObject
CreatePatternBrush
GetBitmapDimensionEx
GetDIBits
SetBitmapDimensionEx
SetDIBits
SetDIBitsToDevice

IWin32BitmapFactory
CreateBitmap
CreateBitmapIndirect
CreateCompatibleBitmap
CreateDIBSection
CreateDIBitmap
CreateDiscardableBitmap

IWin32BrushFactory
CreateBrushIndirect
CreateDIBPatternBrushPt
CreateHatchBrush
CreateSolidBrush

IWin32Colorspace
DeleteColorSpace

IWin32ColorspaceFactory
CreateColorSpaceA

IWin32Cursor
DestroyCursor
SetCursor

IWin32CursorFactory

GetCursor

IWin32CursorUtility

ClipCursor

GetCursorPos

SetCursorPos

ShowCursor

IWin32DeviceContext← IWin32DeviceContextFont, IWin32DeviceContextCoords, IWin32Path, IWin32DeviceContextProperties, IWin32ScreenClip

AngleArc

Arc

ArcTo

BitBlt

Chord

CreateCompatibleDC

DeleteDC

DrawEdge

DrawEscape

DrawFocusRect

DrawFrameControl

DrawIcon

DrawIconEx

DrawStateA

DrawTextA

DrawTextW

Ellipse

EnumObjects

ExtFloodFill

ExtTextOutA

ExtTextOutW

FillRect

FillRgn

FloodFill

FrameRect

FrameRgn

GdiFlush

GetCurrentObject

GetCurrentPositionEx

GetPixel

GrayStringA

GrayStringW

InvertRect

InvertRgn

LineDDA

LineTo

MaskBlt

MoveToEx

PaintRgn

PatBlt

Pie

PlgBlt

PolyBezier

PolyBezierTo

PolyDraw

PolyPolygon

PolyPolyline

Polygon

Polyline

PolylineTo

Rectangle

ReleaseDC

ResetDCA

RestoreDC

RoundRect

SaveDC

ScrollDC

SetPixel

SetPixelV

StretchBlt

StretchDIBits

TabbedTextOutA

TextOutA

TextOutW

WindowFromDC

IWin32DeviceContextCoordinates

DPtoLP

LPtoDP

IWin32DeviceContextFactory

CreateDCA

CreateDCW

CreateICA

CreateICW

CreateMetaFileA

CreateMetaFileW

IWin32DeviceContextFont

EnumFontFamiliesExA

GetAspectRatioFilterEx

GetCharABCWidthsA

GetCharABCWidthsFloatA

GetCharABCWidthsW

GetCharWidth32A

GetCharWidth32W

GetCharWidthFloatA

GetFontData

GetGlyphOutlineA

GetGlyphOutlineW

GetKerningPairsA

GetOutlineTextMetricsA

GetTabbedTextExtentA

GetTextAlign

GetTextCharacterExtra

GetTextCharsetInfo

GetTextColor

GetTextExtentExPointA

GetTextExtentExPointW
GetTextExtentPoint32A
GetTextExtentPoint32W
GetTextFaceA
GetTextMetricsA
GetTextMetricsW
SetMapperFlags
SetTextAlign
SetTextCharacterExtra
SetTextColor
SetTextJustification

IWin32DeviceContextProperties
GetArcDirection
GetBkColor
GetBkMode
GetBoundsRect
GetBrushOrgEx
GetColorAdjustment
GetColorSpace
GetDeviceCaps
GetMapMode
GetNearestColor
GetPolyFillMode
GetROP2
GetStretchBltMode
GetViewportExtEx
GetViewportOrgEx
GetWindowExtEx
GetWindowOrgEx
OffsetViewportOrgEx
OffsetWindowOrgEx
PtVisible
RectVisible
ScaleViewportExtEx
ScaleWindowExtEx
SetArcDirection
SetBkColor
SetBkMode
SetBoundsRect
SetBrushOrgEx
SetColorAdjustment
SetColorSpace
SetDIBColorTable
SetICMMode
SetMapMode
SetMiterLimit
SetPolyFillMode
SetROP2
SetStretchBltMode
SetViewportExtEx
SetViewportOrgEx
SetWindowExtEx
SetWindowOrgEx
UpdateColors

IWin32EnhMetaFile: IWin32DeviceContext
CloseEnhMetaFile
CopyEnhMetaFileA
CreateEnhMetaFileA
CreateEnhMetaFileW
DeleteEnhMetaFile
EnumEnhMetaFile
GdiComment
GetEnhMetaFileBits
GetEnhMetaFileDescriptionA
GetEnhMetaFileDescriptionW
GetEnhMetaFileHeader
GetEnhMetaFilePaletteEntries
PlayEnhMetaFile
PlayEnhMetaFileRecord

IWin32EnhMetaFileFactory
SetWinMetaFileBits

IWin32FontFactory
CreateFontA
CreateFontIndirectA
CreateFontIndirectW
CreateFontW

IWin32GDIObject
DeleteObject
GetObjectA
GetObjectType
GetObjectW
SelectObject
UnrealizeObject

IWin32GDIObjectFactory
GetStockObject

IWin32Icon
CopyIcon
DestroyIcon
GetIconInfo

IWin32IconFactory
CreateIcon
CreateIconFromResource
CreateIconFromResourceEx
CreateIconIndirect
CreateMenu

IWin32Palette : IWin32GDIObject
AnimatePalette
GetNearestPaletteIndex
GetPaletteEntries
ResizePalette
SelectPalette
SetPaletteEntries

IWin32PaletteFactory
CreateHalftonePalette
CreatePalette

IWin32PaletteSystem

GetSystemPaletteEntries
GetSystemPaletteUse
RealizePalette

IWin32Path
AbortPath
BeginPath
CloseFigure
EndPath
FillPath
FlattenPath
GetMiterLimit
GetPath
PathToRegion
StrokeAndFillPath
StrokePath
WidenPath

IWin32PenFactory
CreatePen
CreatePenIndirect
ExtCreatePen

IWin32Print : IWin32DeviceContext
AbortDoc
EndDoc
EndPage
Escape
ExtEscape
SetAbortProc
StartDocA
StartDocW
StartPage

IWin32Rect
CopyRect
EqualRect
InflateRect
IntersectRect
IsRectEmpty
OffsetRect
PtInRect
SetRect
SetRectEmpty
SubtractRect
UnionRect

IWin32Region : IWin32GDIObject
CombineRgn
EqualRgn
GetRegionData
GetRgnBox
OffsetRgn
PtInRegion
RectInRegion
SetRectRgn

IWin32RegionFactory
CreateEllipticRgn
CreateEllipticRgnIndirect
CreatePolyPolygonRgn
CreatePolygonRgn
CreateRectRgn
CreateRectRgnIndirect
CreateRoundRectRgn
ExtCreateRegion

IWin32ScreenClip : IWin32DeviceContext
ExcludeClipRect
ExcludeUpdateRgn
ExtSelectClipRgn
GetClipBox
GetClipRgn
IntersectClipRect
OffsetClipRgn
SelectClipPath
SelectClipRgn

Environment

IWin32EnvironmentUtility
FreeEnvironmentStringsA
FreeEnvironmentStringsW
GetEnvironmentStrings
GetEnvironmentStringsW
GetEnvironmentVariableW
SetEnvironmentVariableA
SetEnvironmentVariableW

File

IWin16File : IWin16Handle
_hread
_hwrite
_lclose
_llseek
_lopen
_lwrite

IWin16FileFactory
OpenFile
_lcreat
_lread

IWin32File : IWin32AsyncIOHandle
FlushFileBuffers
GetFileInformationByHandle
GetFileSize
GetFileTime
GetFileType
LockFile
LockFileEx
ReadFile
ReadFileEx
SetEndOfFile
SetFilePointer
SetFileTime
UnlockFile
WriteFile

WriteFileEx

IWin32FileFactory

CreateFileA
CreateFileW
OpenFileMappingA

IWin32FileMapping: IWin32ASyncIOHandle

MapViewOfFile
UnmapViewOfFile

IWin32FileMappingFactory

CreateFileMappingA

IWin32FileSystem

CopyFileA
CopyFileEx
CopyFileW
CreateDirectoryA
CreateDirectoryExA
CreateDirectoryExW
CreateDirectoryW
DeleteFileA
DeleteFileW
GetDiskFreeSpaceA
GetDiskFreeSpaceEx
GetDriveTypeA
GetDriveTypeW
GetFileAttributesA
GetFileAttributesW
GetFileVersionInfoA
GetFileVersionInfoSizeA
GetLogicalDriveStringsA
GetLogicalDrives
GetVolumeInformationA
GetVolumeInformationW
MoveFileA
MoveFileEx
MoveFileW
RemoveDirectoryA
RemoveDirectoryW
SetFileAttributesA
SetFileAttributesW
UnlockFileEx
VerQueryValueA

IWin32FileUtility

AreFileApisANSI
CompareFileTime
DosDateTimeToFileTime
FileTimeToDosDateTime
FileTimeToLocalFileTime
FileTimeToSystemTime
GetFullPathNameA
GetFullPathNameW
GetShortPathNameA
GetShortPathNameW
GetTempFileNameA
GetTempFileNameW
GetTempPathA
GetTempPathW
LocalFileTimeToFileTime
SearchPathA
SystemTimeToFileTime

IWin32FindFile : IWin32ASyncIOHandle

FindClose
FindCloseChangeNotification
FindFirstFileEx
FindNextChangeNotification
FindNextFileA
FindNextFileW

IWin32FindFileFactory

FindFirstChangeNotificationA
FindFirstChangeNotificationW
FindFirstFileA
FindFirstFileW

Interprocess Communication

IWin32DDE

DdeAccessData
DdeDisconnect
DdeFreeDataHandle
DdeFreeStringHandle
DdeUnaccessData

IWin32DDEFactory

DdeClientTransaction
DdeConnect
DdeCreateStringHandleA

IWin32DDEUtility

DdeGetLastError
DdeInitializeA
ReuseDDElParam
UnpackDDElParam

IWin32Pipe : IWin32AsyncIOHandle

PeekNamedPipe

IWin32PipeFactory

CreatePipe

Keyboard

IWin32Keyboard

GetAsyncKeyState
GetKeyState
GetKeyboardState
MapVirtualKeyA
SetKeyboardState
VkKeyScanA
keybd_event

IWin32KeyboardLayout

ActivateKeyboardLayout

IWin32KeyboardLayoutFactory

GetKeyboardLayout

Memory

IWin16GlobalMemory : IWin16Memory
GlobalFlags
GlobalFree
GlobalLock
GlobalReAlloc
GlobalSize
GlobalUnlock

IWin16GlobalMemoryFactory
GlobalAlloc
GlobalHandle

IWin32Heap : IWin32Memory
HeapAlloc
HeapCompact
HeapDestroy
HeapFree
HeapReAlloc
HeapSize
HeapValidate
HeapWalk

IWin32HeapFactory
GetProcessHeap
HeapCreate

IWin16LocalMemory : IWin16Memory
LocalFree
LocalLock
LocalReAlloc
LocalUnlock

IWin32LocalMemoryFactory
LocalAlloc

IWin16Memory
IsBadCodePtr
IsBadReadPtr
IsBadStringPtrA
IsBadStringPtrW
IsBadWritePtr

IWin32Memory
IsBadCodePtr
IsBadReadPtr
IsBadStringPtrA
IsBadStringPtrW
IsBadWritePtr

IWin32VirtualMemory : IWin32Memory
VirtualFree
VirtualLock
VirtualProtect
VirtualQuery
VirtualUnlock

IWin32VirtualMemoryFactory
VirtualAlloc

Module

IWin32Module : IWin32Handle
DisableThreadLibraryCalls
EnumResourceNamesA
FindResourceA
FreeLibrary
GetModuleFileNameA
GetModuleFileNameW
GetProcAddress
LoadBitmapA
LoadBitmapW
LoadCursorA
LoadCursorW
LoadIconA
LoadIconW
LoadImageA
LoadMenuA
LoadMenuIndirectA
LoadStringA
SizeofResource

IWin32ModuleFactory
GetModuleHandleA
GetModuleHandleW
LoadLibraryA
LoadLibraryExA
LoadLibraryW

Multiple Window Position

IWin32MWP
BeginDeferWindowPos
DeferWindowPos
EndDeferWindowPos

Ole

IWin32Ole
CoDisconnectObject
CoLockObjectExternal
CoRegisterClassObject
CoRevokeClassObject

IWin32OleFactory
BindMoniker
CoCreateInstance
CoGetClassObject
CoGetInstanceFromFile
CreateDataAdviseHolder
CreateDataCache
CreateILockBytesOnHGlobal
CreateOleAdviseHolder
CreateStreamOnHGlobal
OleCreate
OleCreateDefaultHandler
OleCreateFromData
OleCreateFromFile
OleCreateLink
OleCreateLinkFromData
OleCreateLinkToFile
OleGetClipboard

OleLoad

IWin32OleMarshalUtility

CoMarshalInterface
CoReleaseMarshalData
CoUnmarshalInterface

IWin32OleMoniker

CreateGenericComposite
CreateItemMoniker
CreatePointerMoniker
CreateURLMoniker
MkParseDisplayName
MonikerCommonPrefixWith
MonikerRelativePathTo

IWin32OleMonikerFactory

CreateBindCtx
CreateFileMoniker
GetRunningObjectTable

IWin32OleStg

OleConvertIStorageToOLESTREAM
OleSave
ReadClassStg
ReleaseStgMedium
WriteClassStg
WriteFmtUserTypeStg

IWin32OleStgFactory

StgCreateDocfile
StgCreateDocfileOnILockBytes
StgIsStorageFile
StgOpenStorage

IWin32OleStream

GetHGlobalFromStream
OleConvertOLESTREAMToIStorage
OleLoadFromStream
OleSaveToStream
ReadClassStm
WriteClassStm

IWin32OleUtility

CLSIDFromProgID
CLSIDFromString
CoCreateGuid
CoFileTimeNow
CoFreeUnusedLibraries
CoGetMalloc
CoInitialize
CoRegisterMessageFilter
CoTaskMemAlloc
CoTaskMemFree
CoTaskMemRealloc
CoUninitialize
GetClassFile
GetHGlobalFromILockBytes
IIDFromString
OleGetIconOfClass
OleInitialize
OleIsRunning
OleRegEnumVerbs
OleRegGetMiscStatus
OleRegGetUserType
OleSetClipboard
OleUninitialize
ProgIDFromCLSID
PropVariantClear
RegisterDragDrop
RevokeDragDrop
StringFromCLSID
StringFromGUID2
StringFromIID

OpenGL

IWin32GL

glBegin
glClear
glClearColor
glClearDepth
glColor3d
glEnable
glEnd
glFinish
glMatrixMode
glNormal3d
glPolygonMode
glPopMatrix
glPushMatrix
glRotated
glScaled
glTranslated
glVertex3d
glViewport
wglCreateContext
wglGetCurrentDC
wglMakeCurrent

IWin32GLU

gluCylinder
gluDeleteQuadric
gluNewQuadric
gluPerspective
gluQuadricDrawStyle
gluQuadricNormals

Printer

IWin32Printer

ClosePrinter
DocumentPropertiesA
GetPrinterA

IWin32PrinterFactory

OpenPrinterA
OpenPrinterW

IWin32PrinterUtility
DeviceCapabilitiesA
EnumPrintersA

Process

IWin16ProcessFactory
WinExec

IWin32Process : IWin32SyncHandle ← IWin32ProcessContext
DebugBreak
ExitProcess
FatalAppExitA
FatalExit
GetExitCodeProcess
GetCurrentProcessId
GetProcessVersion
GetProcessWorkingSetSize
OpenProcessToken
SetProcessWorkingSetSize
TerminateProcess
UnhandledExceptionFilter

IWin32ProcessContext
GetCommandLineA
GetCommandLineW
GetCurrentDirectoryA
GetCurrentDirectoryW
GetStartupInfoA
SetConsoleCtrlHandler
SetCurrentDirectoryA
SetCurrentDirectoryW
SetHandleCount
SetUnhandledExceptionFilter

IWin32ProcessFactory
CreateProcessA
CreateProcessW
OpenProcess

Registry

IWin16Profile
GetPrivateProfileIntA
GetPrivateProfileStringA
GetPrivateProfileStringW
GetProfileIntA
GetProfileIntW
GetProfileStringA
GetProfileStringW
WritePrivateProfileStringA
WritePrivateProfileStringW
WriteProfileStringA
WriteProfileStringW

IWin16Registry
RegCreateKeyExA
RegCreateKeyW
RegEnumKeyA
RegEnumKeyW
RegOpenKeyA
RegOpenKeyW
RegQueryValueA
RegQueryValueW
RegSetValueA
RegSetValueW

IWin32Registry
RegCloseKey
RegCreateKeyA
RegCreateKeyExW
RegDeleteKeyA
RegDeleteKeyW
RegDeleteValueA
RegDeleteValueW
RegEnumKeyExA
RegEnumKeyExW
RegEnumValueA
RegEnumValueW
RegFlushKey
RegNotifyChangeKeyValue
RegOpenKeyExA
RegOpenKeyExW
RegQueryInfoKeyA
RegQueryInfoKeyW
RegQueryValueExA
RegQueryValueExW
RegSetValueExA
RegSetValueExW

Resource

IWin32Resource
LoadResource
LockResource

Security

IWin32SecurityACL
AddAccessAllowedAce
AddAccessDeniedAce
AddAce
DeleteAce
GetAce
GetAclInformation

IWin32SecurityACLUtility
InitializeAcl
IsValidAcl

IWin32SecurityAccess
CopySid
EqualSid
GetLengthSid
IsValidSid
LookupAccountNameA
LookupAccountSid
LookupPrivilegeValueA

IWin32SecurityDescriptor

GetSecurityDescriptorDacl
GetSecurityDescriptorGroup
GetSecurityDescriptorOwner
GetSecurityDescriptorSacl
IsValidSecurityDescriptor
SetSecurityDescriptorDacl
SetSecurityDescriptorGroup
SetSecurityDescriptorOwner
SetSecurityDescriptorSacl

IWin32SecurityDescriptorFactory
InitializeSecurityDescriptor

IWin32SecurityToken : IWin32Handle
AdjustTokenPrivileges
GetTokenInformation

IWin32SecurityToken : IWin32Handle
OpenProcessToken
OpenThreadToken

Shell

IWin32Drop
DragFinish
DragQueryFileW
DragQueryPoint

IWin32Shell
SHGetDesktopFolder
SHGetFileInfoA
ShellExecuteA

Synchronization

IWin32AtomicUtility
InterlockedDecrement
InterlockedExchange
InterlockedIncrement

IWin32CriticalSection
DeleteCriticalSection
EnterCriticalSection
LeaveCriticalSection

IWin32CriticalSectionFactory
InitializeCriticalSection

IWin32Event : IWin32SyncHandle
PulseEvent
ResetEvent
SetEvent

IWin32EventFactory
CreateEventA

IWin32Mutex : IWin32SyncHandle
ReleaseMutex

IWin32MutexFactory
CreateMutexA
OpenMutexA

IWin32Semaphore : IWin32SyncHandle
ReleaseSemaphore

IWin32SemaphoreFactory
CreateSemaphoreA

IWin32SyncHandle : IWin32Handle
MsgWaitForMultipleObjects
SignalObjectAndWait
WaitForMultipleObjects
WaitForSingleObject
WaitForSingleObjectEx

IWin32WaitableTimer : IWin32SyncHandle
CancelWaitableTimer
SetWaitableTimer

IWin32WaitableTimerFactory
CreateWaitableTimer
OpenWaitableTimer

System

IWin32WindowsHook
CallNextHookEx
UnhookWindowsHookEx

IWin32WindowsHookFactory
SetWindowsHookExA
SetWindowsHookExW

IWin32WindowsHookUtility
CallMsgFilterA
CallMsgFilterW

Thread

IWin32Thread : IWin32SyncHandle ← IWin32ThreadContext, IWin32ThreadMessage
DispatchMessageA
DispatchMessageW
ExitThread
GetCurrentThreadId
GetExitCodeThread
GetThreadLocale
GetThreadPriority
OpenThreadToken
ResumeThread
SetThreadPriority
SetThreadToken
Sleep
SuspendThread
TerminateThread
TlsAlloc
TlsFree
TlsGetValue
TlsSetValue

IWin32ThreadContext
EnumThreadWindows
GetActiveWindow

IWin32ThreadFactory
CreateThread

IWin32ThreadMessage
GetMessageA

GetMessagePos
GetMessageTime
GetMessageW
GetQueueStatus
PostQuitMessage
PostThreadMessageA
TranslateMessage
WaitMessage

IWin32ThreadUtility

Timer

IWin32Timer

KillTimer
SetTimer

Utilities

IWin32Beep

Beep
MessageBeep

IWin32StringUtility

CharLowerA
CharLowerBuffA
CharLowerW
CharNextA
CharNextW
CharPrevA
CharToOemA
CharUpperA
CharUpperBuffA
CharUpperBuffW
CharUpperW
CompareStringA
CompareStringW
FormatMessageA
FormatMessageW
GetStringTypeA
GetStringTypeExA
GetStringTypeW
IsCharAlphaA
IsCharAlphaNumericA
IsCharAlphaNumericW
IsCharAlphaW
IsDBCSLeadByte
IsDBCSLeadByteEx
LCMapStringA
LCMapStringW
MultiByteToWideChar
OutputDebugStringA
OutputDebugStringW
ToAscii
WideCharToMultiByte
lstrcatA
lstrcmpA
lstrcmpiA
lstrcpyA
lstrcpyW
lstrcpynA
lstrlenA
lstrlenW
wsprintfA
wsprintfW
wvsprintfA

IWin32SystemUtility

CountClipboardFormats
EmptyClipboard
EnumClipboardFormats
EnumSystemLocalesA
GetACP
GetCPInfo
GetComputerNameW
GetCurrentProcess
GetCurrentProcessId
GetCurrentThread
GetCurrentThreadId
GetDateFormatA
GetDateFormatW
GetDialogBaseUnits
GetDoubleClickTime
GetLastError
GetLocalTime
GetLocaleInfoA
GetLocaleInfoW
GetOEMCP
GetSysColor
GetSysColorBrush
GetSystemDefaultLCID
GetSystemDefaultLangID
GetSystemDirectoryA
GetSystemInfo
GetSystemMetrics
GetSystemTime
GetTickCount
GetTimeFormatA
GetTimeFormatW
GetTimeZoneInformation
GetUserDefaultLCID
GetUserDefaultLangID
GetUserNameA
GetUserNameW
GetVersion
GetVersionExA
GetWindowsDirectoryA
GetWindowsDirectoryW
GlobalMemoryStatus
IsValidCodePage
IsValidLocale

OemToCharA
QueryPerformanceCounter
QueryPerformanceFrequency
RaiseException
RegisterWindowMessageA
SetErrorMode
SetLastError
SetLocalTime
SystemParametersInfoA

IWin32Utility

MulDiv

Window

IWin32Accel

CopyAcceleratorTableA
TranslateAcceleratorA

IWin32AccelFactory

LoadAcceleratorsA

IWin32Dialog : IWin32Window ← IWin32DialogState

ChooseColorA
DialogBoxParamA
DialogBoxParamW
EndDialog
MapDialogRect
SendDlgItemMessageA

IWin32DialogFactory

CreateDialogIndirectParamA
CreateDialogParamA
DialogBoxIndirectParamA

IWin32DialogState

CheckDlgButton
GetDlgCtrlID
GetDlgItem
GetDlgItemInt
GetDlgItemTextA
GetNextDlgGroupItem
GetNextDlgTabItem
IsDlgButtonChecked
SetDlgItemInt
SetDlgItemTextA

IWin32Menu ← IWin32MenuState

DeleteMenu
DestroyMenu
InsertMenuA
InsertMenuW
IsMenu
ModifyMenuA
RemoveMenu
TrackPopupMenu

IWin32MenuFactory

CreatePopupMenu

IWin32MenuState

AppendMenuA
AppendMenuW
ArrangeIconicWindows
BringWindowToTop
CheckMenuItem
CheckMenuRadioItem
CheckRadioButton
EnableMenuItem
GetMenuItemCount
GetMenuItemID
GetMenuItemRect
GetMenuState
GetMenuStringA
GetSubMenu
HiliteMenuItem
SetMenuDefaultItem
SetMenuItemBitmaps

IWin32Window← IWin32WindowProperties, IWin32WindowState

BeginPaint
CallWindowProcA
CallWindowProcW
ChildWindowFromPoint
ChildWindowFromPointEx
ClientToScreen
CloseWindow
CreateCaret
DefFrameProcA
DefMDIChildProcA
DefWindowProcA
DefWindowProcW
DestroyWindow
DlgDirListA
DlgDirListComboBoxA
DlgDirSelectComboBoxExA
DlgDirSelectExA
DrawAnimatedRects
DrawMenuBar
EndPaint
EnumChildWindows
EnumWindows
FindWindow
FlashWindow
MapWindowPoints
MessageBoxA
MessageBoxW
MoveWindow
OpenClipboard
OpenIcon
PeekMessageA
PeekMessageW
PostMessageA
PostMessageW
RedrawWindow

ScreenToClient
ScrollWindow
ScrollWindowEx
SendMessageA
SendMessageW
SendNotifyMessageA
TranslateMDISysAccel
UpdateWindow

IWin32WindowFactory

CreateWindowExA
CreateWindowExW

IWin32WindowProperties

DragAcceptFiles
GetClassLongA
GetClassNameA
GetClassNameW
GetPropA
GetPropW
RemovePropA
RemovePropW
SetClassLongA
SetPropA
SetPropW

IWin32WindowState

EnableScrollBar
EnableWindow
GetClientRect
GetDC
GetDCEx
GetLastActivePopup
GetMenu
GetParent
GetScrollInfo
GetScrollPos
GetScrollRange
GetSystemMenu
GetTopWindow
GetUpdateRect
GetUpdateRgn
GetWindow
GetWindowDC
GetWindowLongA
GetWindowLongW
GetWindowPlacement
GetWindowRect
GetWindowRgn
GetWindowTextA
GetWindowTextLengthA
GetWindowTextW
GetWindowThreadProcessId
HideCaret
InvalidateRect
InvalidateRgn
IsWindowEnabled
IsChild
IsIconic
IsWindow
IsWindowUnicode
IsWindowVisible
IsZoomed
LockWindowUpdate
SetActiveWindow
SetClipboardViewer
SetFocus
SetForegroundWindow
SetMenu
SetParent
SetScrollInfo
SetScrollPos
SetScrollRange
SetWindowLongA
SetWindowLongW
SetWindowPlacement
SetWindowPos
SetWindowRgn
SetWindowTextA
SetWindowTextW
ShowCaret
ShowOwnedPopups
ShowScrollBar
ShowWindow
ValidateRect
ValidateRgn

IWin32WindowUtility

AdjustWindowRect
AdjustWindowRectEx
EnumWindows
FindWindowA
GetActiveWindow
GetCapture
GetCaretPos
GetClassInfoA
GetClassInfoExA
GetClassInfoW
GetDesktopWindow
GetFocus
GetForegroundWindow
InSendMessage
IsDialogMessageA
RegisterClassA
RegisterClassExA
RegisterClass

Although the invention has been described in language specific to structural features and/or methodological steps, it is to be understood that the invention defined in the appended claims is not necessarily limited to the specific features or steps described. Rather, the specific features and steps are disclosed as preferred forms of implementing the claimed invention.

CLAIMS

1. A method of factoring operating system functions comprising:

defining criteria that governs how functions of an operating system are to be factored into one or more groups;

factoring the functions into one or more groups based upon the criteria; and

associating groups of functions with programming objects that have data and methods, wherein the methods correspond to the operating system functions.

2. The method of claim 1, wherein the programming objects have interfaces through which the methods can be accessed.

3. The method of claim 1, wherein the programming objects comprise COM objects.

4. The method of claim 1, wherein said factoring comprises creating a hierarchy of object interfaces in which certain interfaces can inherit from other interfaces.

5. The method of claim 1, wherein said factoring comprises creating a hierarchy of object interfaces in which certain interfaces can aggregate with other interfaces.

6. The method of claim 1 further comprising instantiating a plurality of programming objects across a process boundary.

7. The method of claim 1, further comprising instantiating a plurality of programming objects across a machine boundary.

8. The method of claim 1, wherein the criteria is based, at least in part, on the manner in which particular functions behave.

9. The method of claim 8, wherein the manner includes a consideration of the types of operating system resources that are associated with the operation of a function.

10. The method of claim 8, wherein the manner includes a consideration of whether a particular function creates an operating system resource.

11. The method of claim 8, wherein the manner includes a consideration of whether a particular function operates upon an operating system resource.

12. The method of claim 1, wherein the criteria is based, at least in part, on the manner in which particular functions behave, wherein the manner includes:

a consideration of the types of operating system resources that are associated with the operation of a function; and

a consideration of whether a particular function creates an operating system resource.

13. The method of claim 1, wherein the criteria is based, at least in part, on the manner in which particular functions behave, wherein the manner includes:

a consideration of the types of operating system resources that are associated with the operation of a function call; and

a consideration of whether a particular function operates upon a given operating system resource.

14. A method of factoring operating system functions comprising:

factoring a plurality of operating system functions that are used in connection with operating system resources into first groups based upon first criteria;

factoring the first groups into individual sub-groups based upon second criteria; and

assigning each sub-group to its own programming object interface, wherein a programming object interface represents a particular object's implementation of its collective methods.

15. The method of claim 14, wherein the first criteria is based upon the type of resource that is associated with an operation of a function.

16. The method of claim 14, wherein the second criteria is based upon the nature of an operation of a function on a particular resource.

17. The method of claim 16, wherein said nature concerns whether a function creates a resource.

18. The method of claim 16, wherein said nature concerns whether a function does not create a resource.

19. The method of claim 14, wherein the first criteria is based upon the type of resource that is associated with an operation of a function, and the second criteria is based upon the nature of an operation of a function on a particular resource.

20. The method of claim 14, wherein at least one interface inherits from another interface.

21. The method of claim 14, wherein at least one interface aggregates with another interface.

22. The method of claim 14 further comprising instantiating a plurality of programming objects across a process boundary.

23. The method of claim 14 further comprising instantiating a plurality of programming objects across a process boundary and a machine boundary.

24. A method of factoring operating system functions comprising:

factoring a plurality of operating system functions into interface groups based upon the resources with which a function is associated;

factoring the interface groups into interface sub-groups based upon each function's use a handle that represents a resource; and

organizing the interface sub-groups so that at least one of the interface sub-groups inherits from at least one other of the interface sub-groups.

25. The method of claim 24, wherein said organizing comprises aggregating at least one of the interface sub-groups.

26. The method of claim 24, wherein the interface sub-groups are associated with COM objects.

27. The method of claim 24, wherein the factoring of the interface groups into interface sub-groups comprises considering whether a function creates a handle.

28. The method of claim 24, wherein said organizing comprises aggregating at least one of the interface sub-groups, and wherein the factoring of the interface groups into interface sub-groups comprises considering whether a function call creates a handle.

29. An operating system application program interface embodied on a computer-readable medium comprising a plurality of object interfaces, wherein each object interface includes one or more methods that are associated with and can call functions of an operating system that does not comprise the object interfaces.

30. The operating system application program interface of claim 29, wherein the object interfaces are arranged in groups in accordance with the types of objects with which their operation is associated.

31. The operating system application program interface of claim 29, wherein the methods within some of the interfaces are arranged in accordance with whether they create an object.

32. The operating system application program interface of claim 29, wherein the methods within some of the interfaces are arranged in accordance with whether they do not create an object.

33. The operating system application program interface of claim 29, wherein the methods within some of the interfaces are arranged in accordance with whether they operate upon an object.

34. The operating system application program interface of claim 29, wherein at least some of the object interfaces are arranged so that they inherit from other of the object interfaces.

35. The operating system application program interface of claim 29, wherein at least some of the object interfaces are arranged so that they aggregate with other of the object interfaces.

36. An operating system comprising:

a plurality of programming objects having interfaces, wherein the programming objects represent operating system resources, and wherein the interfaces define methods that are organized in accordance with whether they create an operating system resource or not;

wherein the programming objects are configured to be called either directly or indirectly by an application; and

wherein the methods are configured to call operating system functions responsive to being called directly or indirectly by an application.

37. The operating system of claim 36, wherein some of the objects are disposed across at least one process boundary.

38. The operating system claim 36, wherein some of the objects are disposed across at least one machine boundary.

39. The operating system application program interface of claim 36, wherein at least some of the objects are disposed across at least one process boundary and at least one machine boundary.

40. The operating system application program interface of claim 36, wherein the objects comprise COM objects.

41. A method of converting an operating system from a non-object-oriented format to an object oriented format, wherein the operating system includes a plurality of operating system functions that are callable to create or use operating system resources, the method comprising:

defining a plurality of programming object interfaces that define methods that correspond to the operating system functions, wherein programming objects that support the interfaces are callable either directly or indirectly by an application;

calling a programming object interface; and

responsive to said calling, calling an operating system function with a method of the programming object that supports said programming object interface.

ABSTRACT

Methods of factoring operating system functions into one or more groups of functions are described. Factorization permits operating systems that are not configured to support computing in an object-oriented environment to be used in an object oriented environment. This promotes distributed computing by enabling operating system resources to be instantiated and used across process and machine boundaries. In one embodiment, criteria are defined that govern how functions of an operating system are to be factored into one or more groups. Based on the defined criteria, the functions are factors into groups and groups of functions are then associated with programming objects that have data and methods, wherein the methods correspond to the operating system functions. Applications can call methods on the programming objects either directly or indirectly that, in turn, call operating system functions.

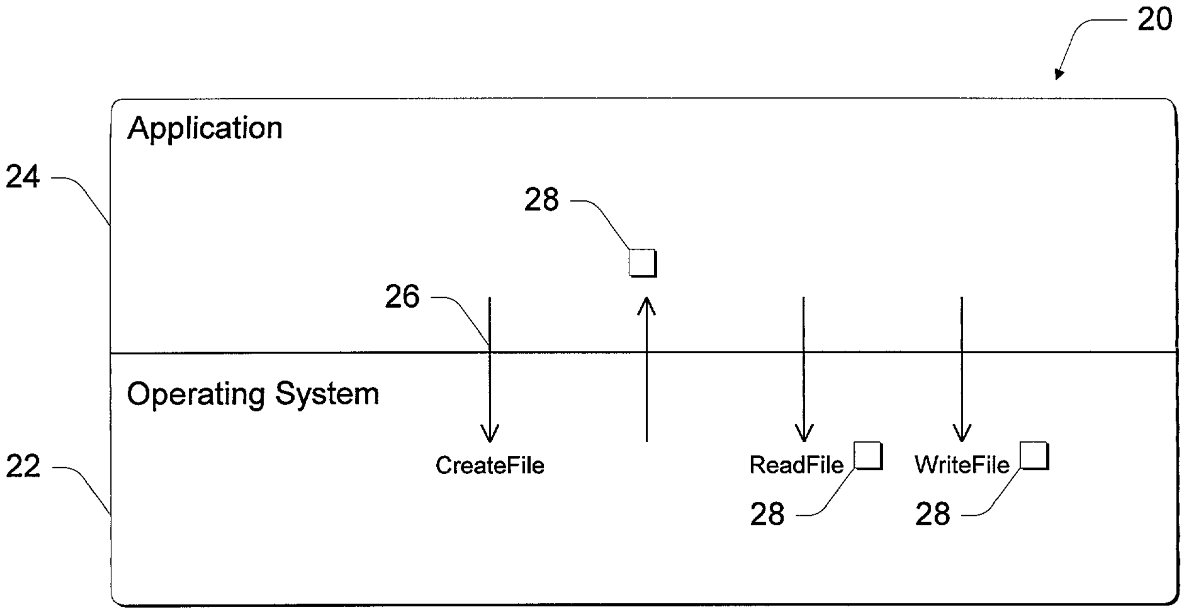


Fig. 1
Prior Art

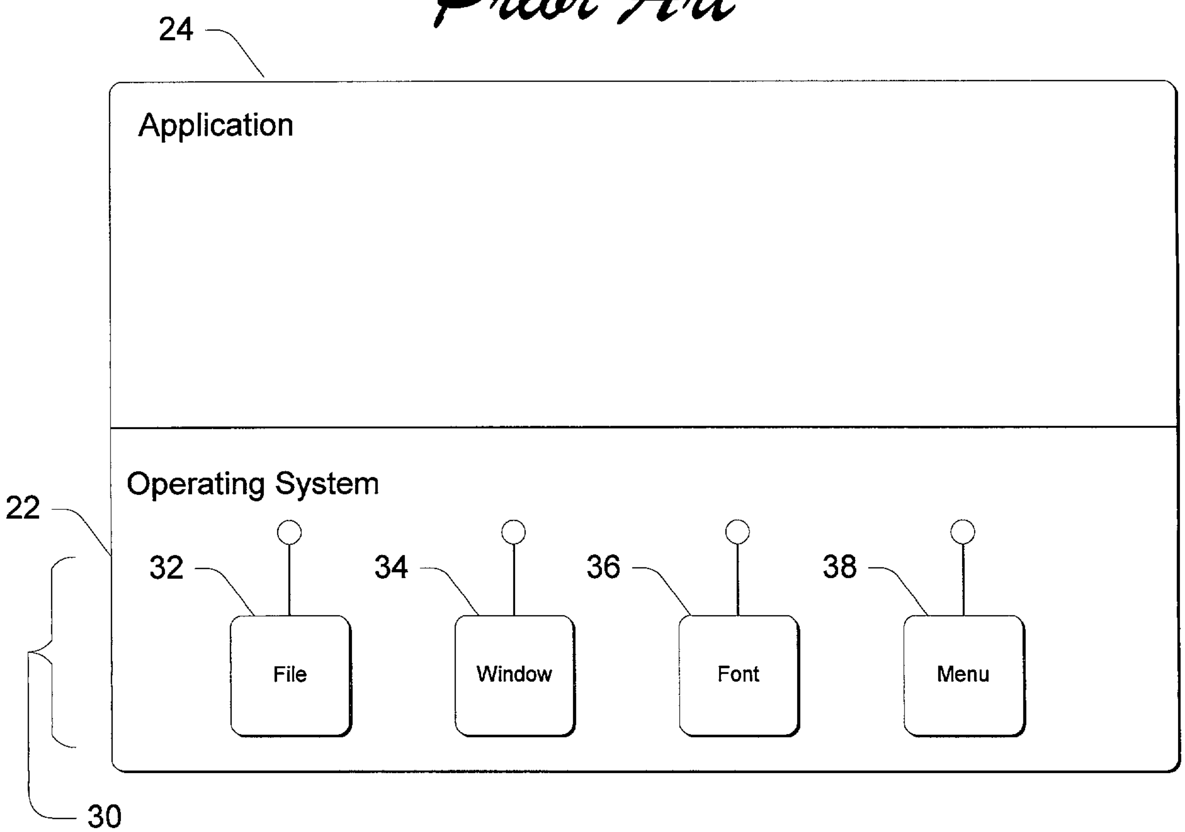
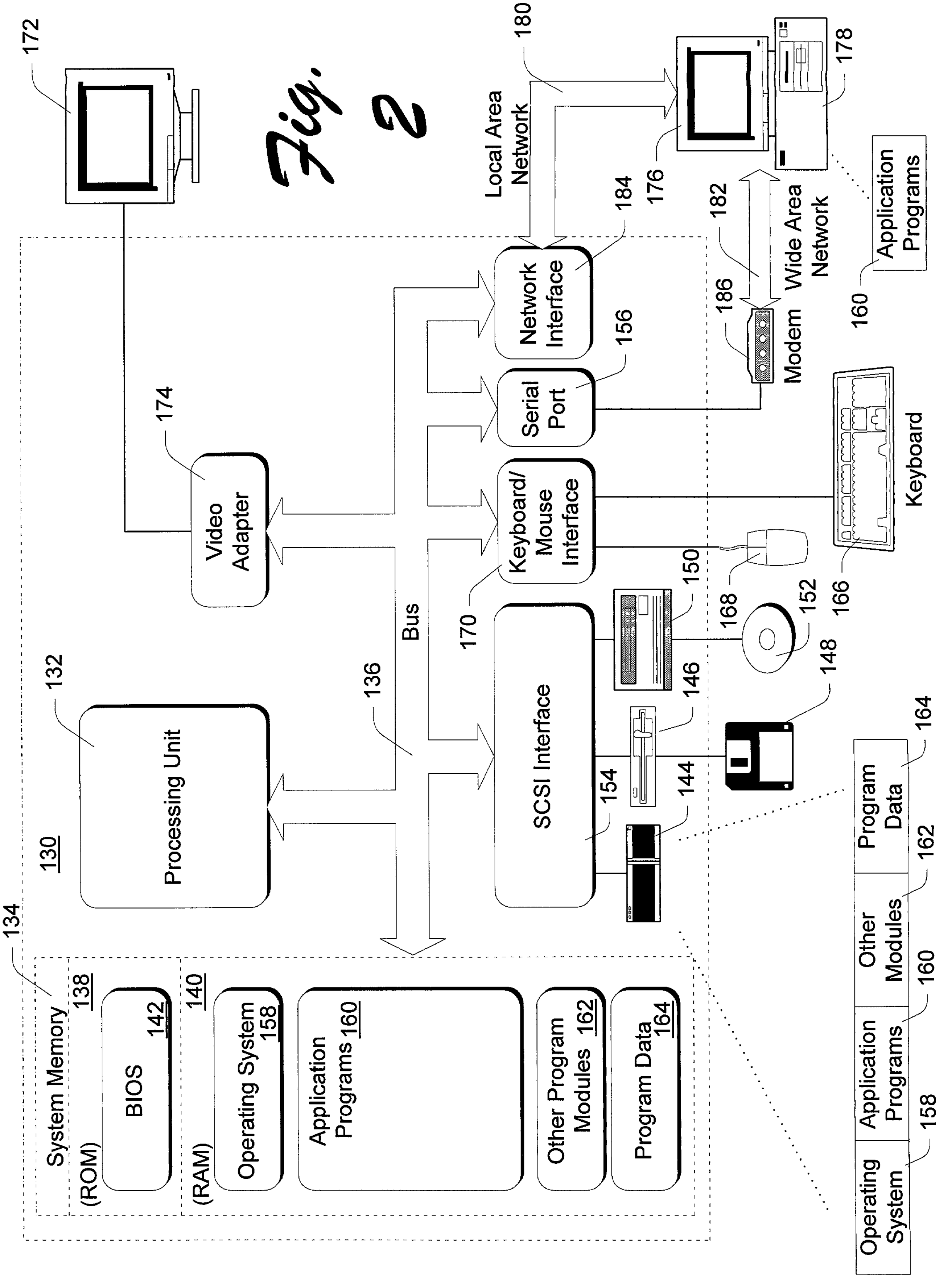


Fig. 3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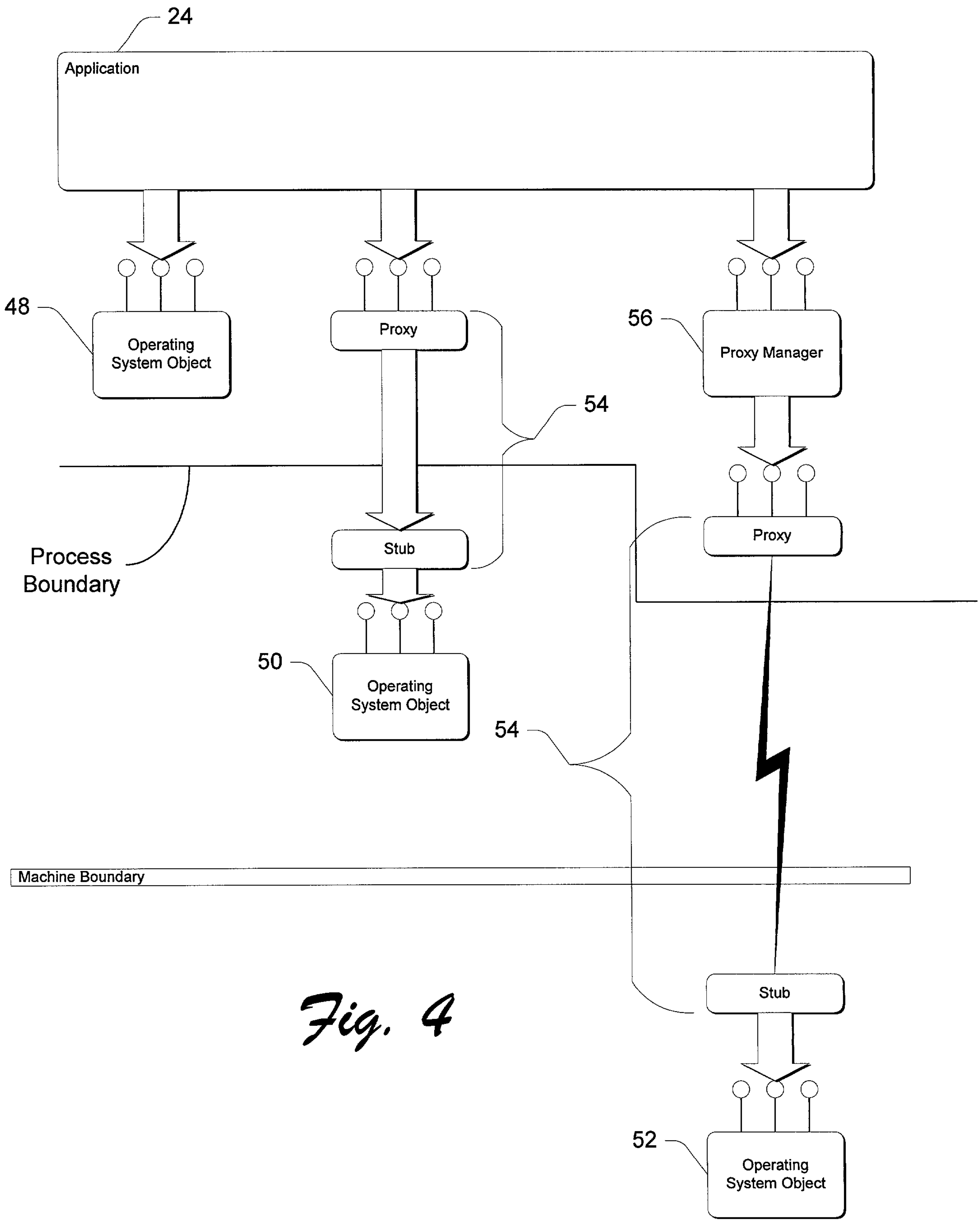
Processing Unit
132
136
Bus
Video Adapter
174
172
System Memory
134
(ROM) 138
BIOS 142
(RAM) 140
Operating System 158
Application Programs 160
Other Program Modules 162
Program Data 164
SCSI Interface
154
144
146
148
150
152
Keyboard/ Mouse Interface
170
168
166
Keyboard
Serial Port
156
Modem
186
Network Interface
184
Local Area Network
180
Wide Area Network
182
176
178
Application Programs
160
Operating System
158
Application Programs
160
Other Modules
162
Program Data
164

Fig. 2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Application
48
Operating System Object
Proxy
56
Proxy Manager
54
Process Boundary
Stub
Proxy
50
Operating System Object
54
Machine Boundary
Stub
52
Operating System Object

Fig. 4

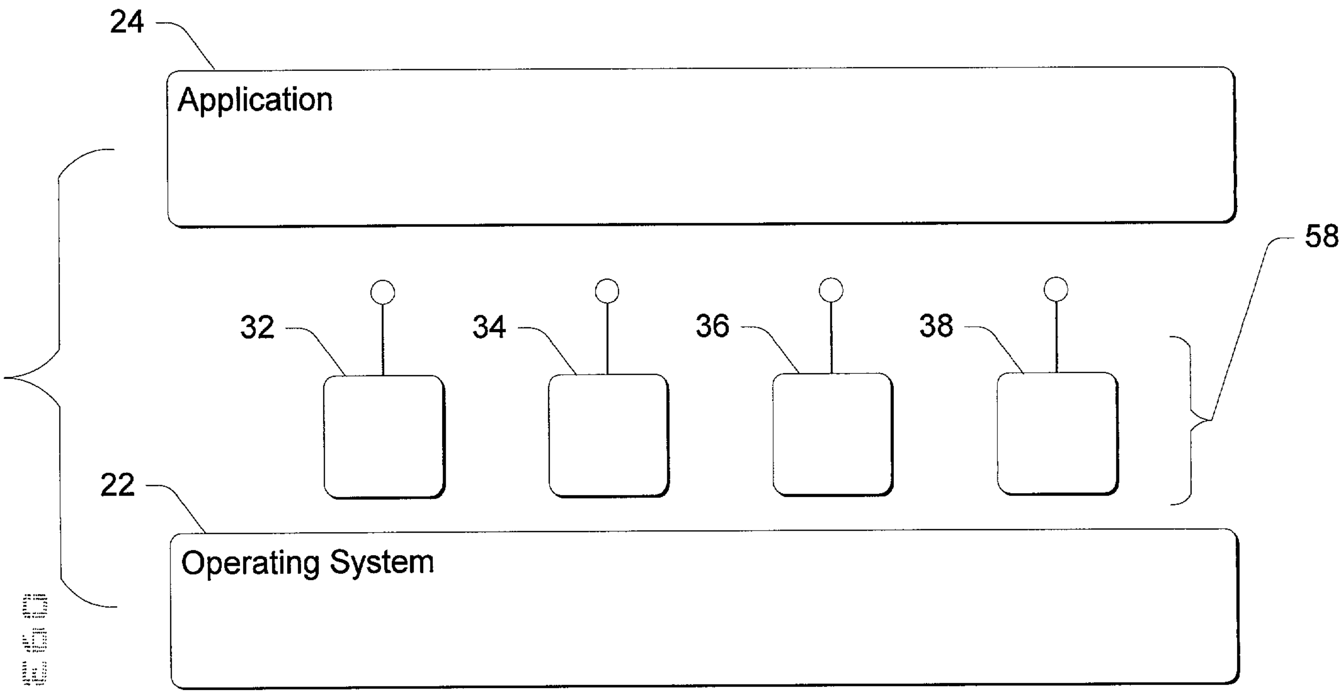
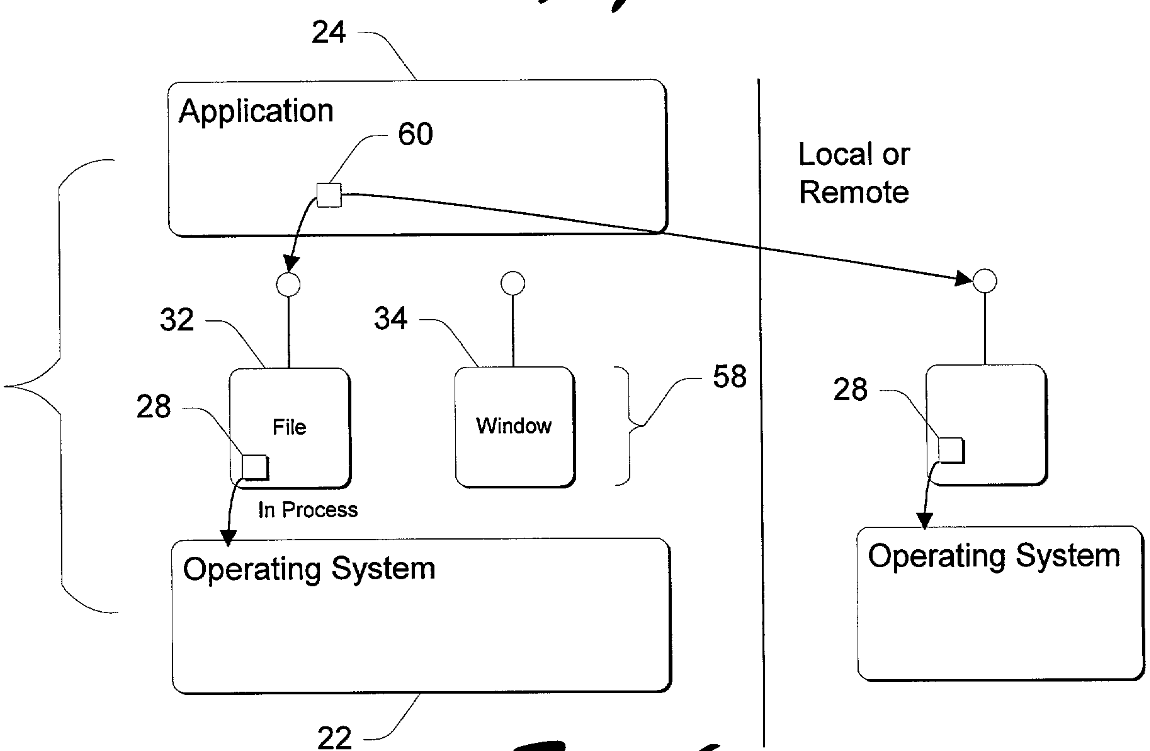

24
Application
58
32
34
36
38
22
Operating System

Fig. 5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Application
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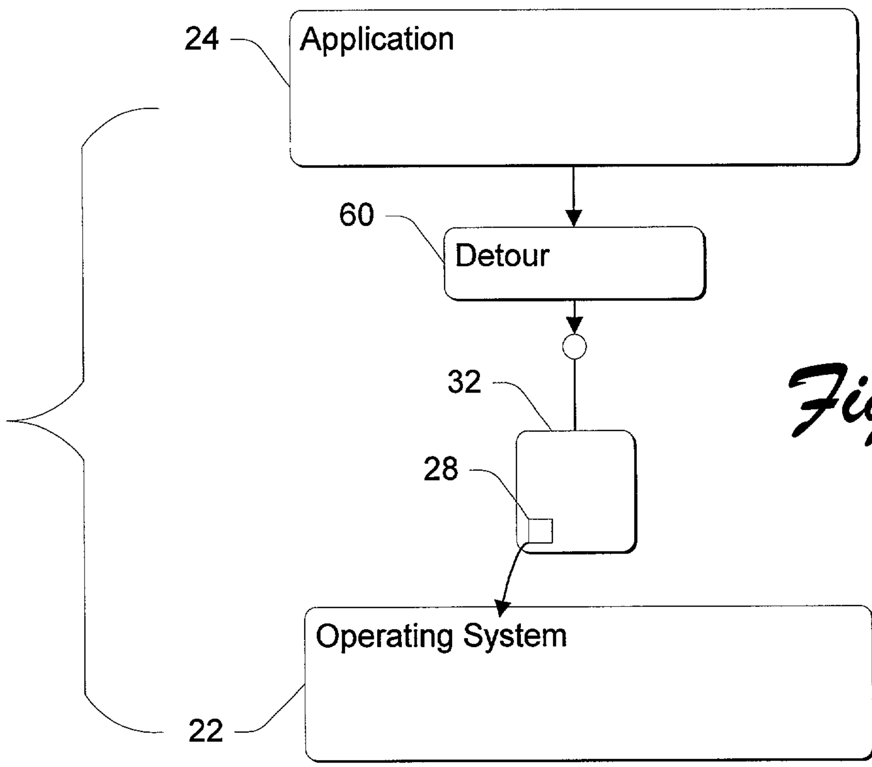
Local or
Remote
32
34
28
File
Window
58
28
In Process
Operating System
Operating System
22

Fig. 6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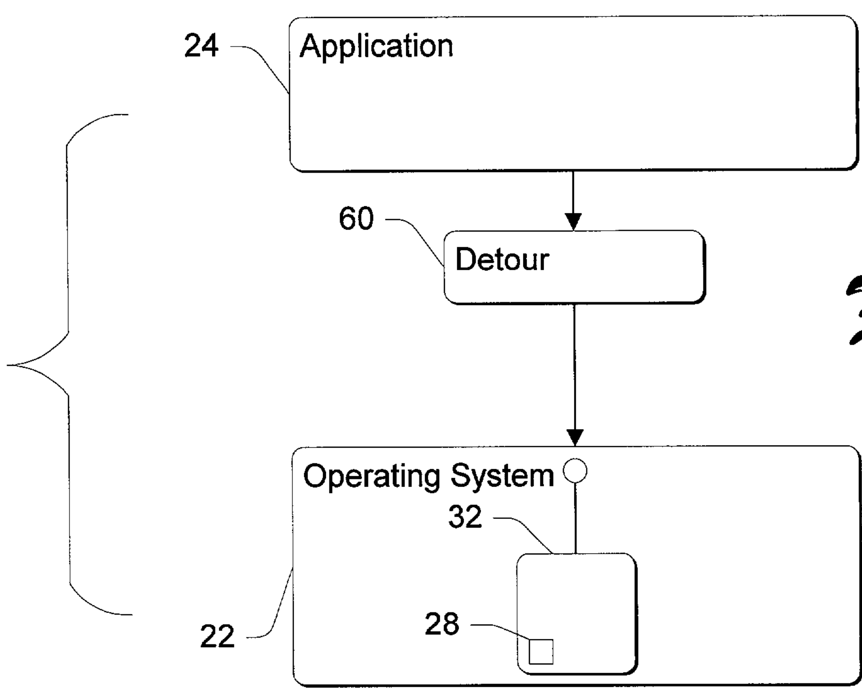
Application
60
Detour
32
28
Operating System
22

Fig. 7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Application
60
Detour
Operating System
32
28
22

Fig. 8

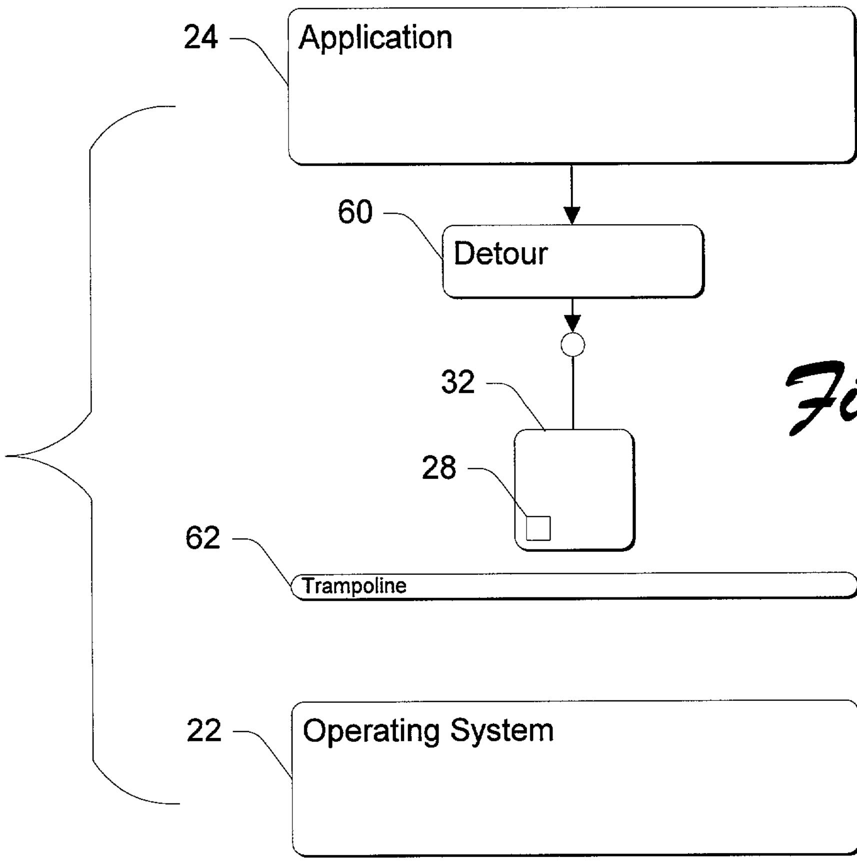

24
Application
60
Detour
32
28
62
Trampoline
22
Operating System

Fig. 9

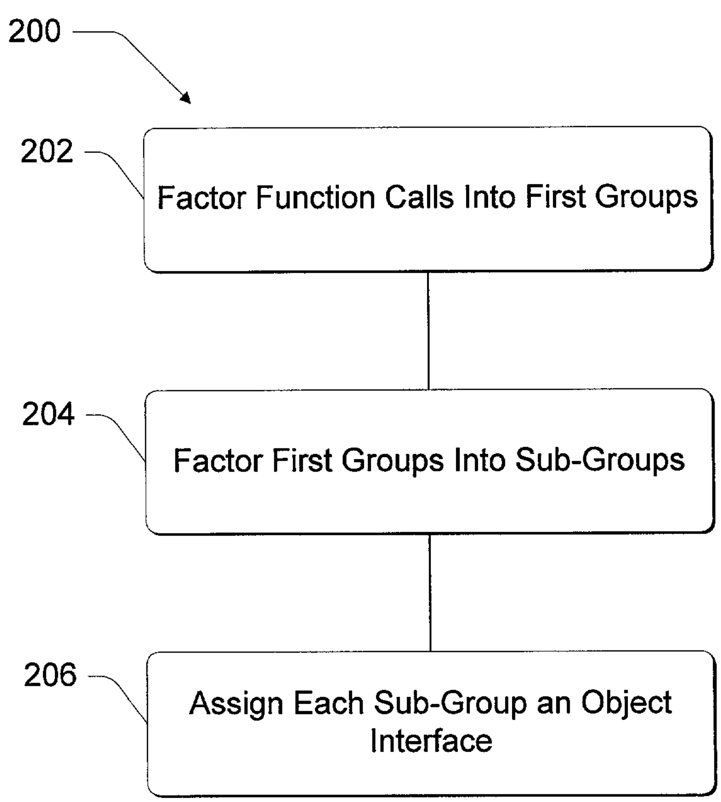

200
202
Factor Function Calls Into First Groups
204
Factor First Groups Into Sub-Groups
206
Assign Each Sub-Group an Object Interface

Fig. 10

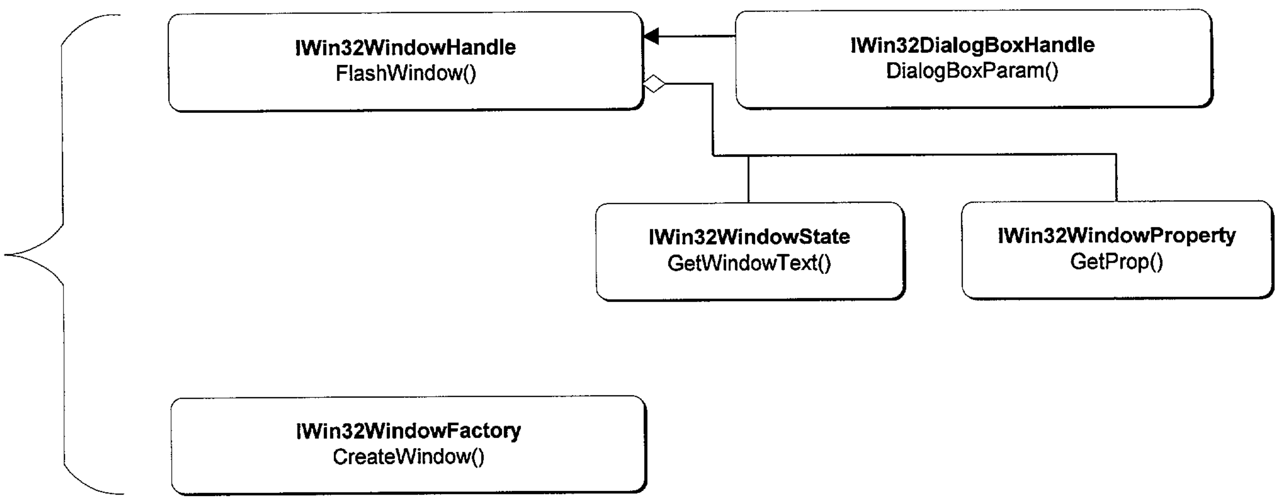
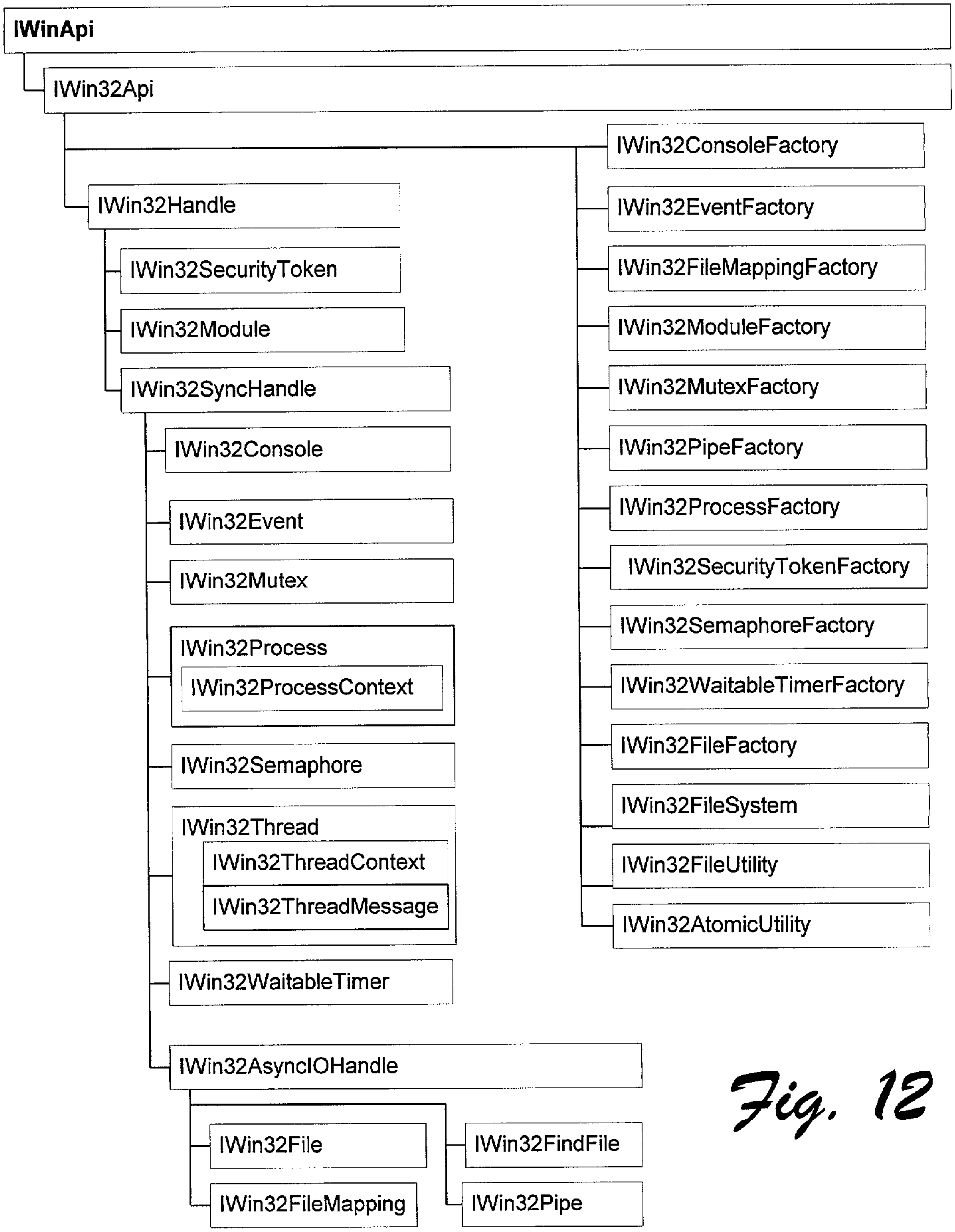

IWin32WindowHandle
FlashWindow()
IWin32DialogBoxHandle
DialogBoxParam()
IWin32WindowState
GetWindowText()
IWin32WindowProperty
GetProp()
IWin32WindowFactory
CreateWindow()

Fig. 11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IWin32Api
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IWin32SyncHandle
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IWin32Event
IWin32Mutex
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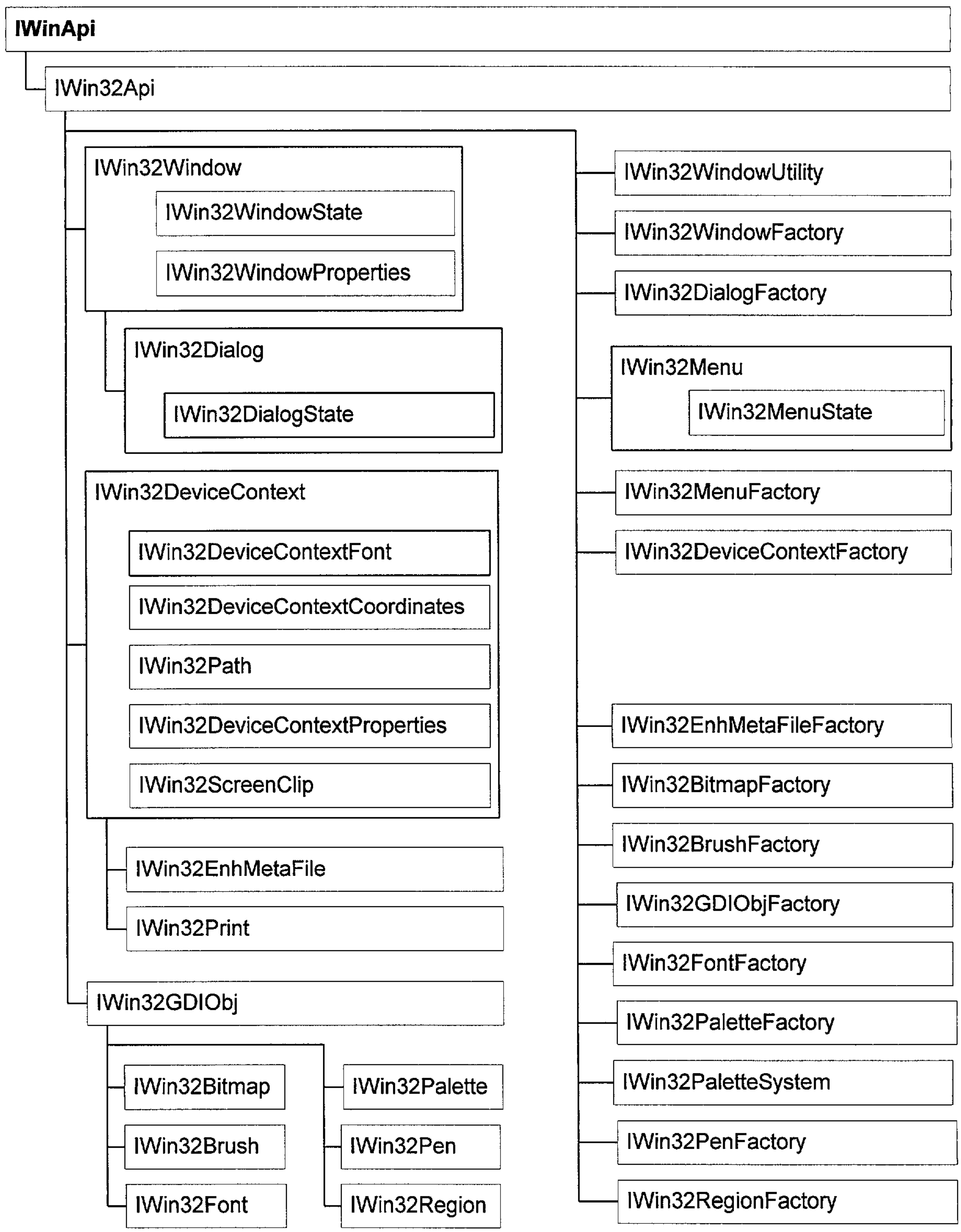
IWin32Semaphore
IWin32Thread
IWin32ThreadContext
IWin32ThreadMessage
IWin32WaitableTimer
IWin32AsyncIOHandle
IWin32File
IWin32FileMapping
IWin32FindFile
IWin32Pipe
IWin32ConsoleFactory
IWin32EventFactory
IWin32FileMappingFactory
IWin32ModuleFactory
IWin32MutexFactory
IWin32PipeFactory
IWin32ProcessFactory
IWin32SecurityTokenFactory
IWin32SemaphoreFactory
IWin32WaitableTimerFactory
IWin32FileFactory
IWin32FileSystem
IWin32FileUtility
IWin32AtomicUtility

Fig. 12

IWinApi
IWin32Api
IWin32Memory
IWin32VirtualMemory
IWin32Heap
IWin32VirtualMemoryFactory
IWin32HeapFactory
IWin32Keyboard
IWin32KeyboardLayout
IWin32KeyboardLayoutFactory
IWin32CriticalSection
IWin32CriticalSectionFactory
IWin32Printer
IWin32PrinterFactory
IWin32PrinterUtility
IWin32Registry
IWin32Resource
IWin32Drop
IWin32EnvironmentUtility
IWin32Shell
IWin32DDEUtility
IWin32DDEFactory
IWin32DDE
IWin32OLE
IWin32OLEUtility
IWin32OLEFactory
IWin32OLEMarshalUtility
IWin32OleMoniker
IWin32OleMonikerFactory
IWin32OleStream
IWin32OleStg
IWin32OleStgFactory
IWin32SecurityAccess
IWin32SecurityACL
IWin32SecurityACLUtility
IWin32SecurityDescriptor
IWin32SecurityDescriptorFactory

Fig. 13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IWin32Dialog
IWin32DialogState
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IWin32DeviceContextCoordinates
IWin32Path
IWin32DeviceContextProperties
IWin32ScreenClip
IWin32EnhMetaFile
IWin32Print
IWin32GDIObj
IWin32Bitmap
IWin32Brush
IWin32Font
IWin32Palette
IWin32Pen
IWin32Region
IWin32WindowUtility
IWin32WindowFactory
IWin32DialogFactory
IWin32Menu
IWin32MenuState
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IWin32DeviceContextFactory
IWin32EnhMetaFileFactory
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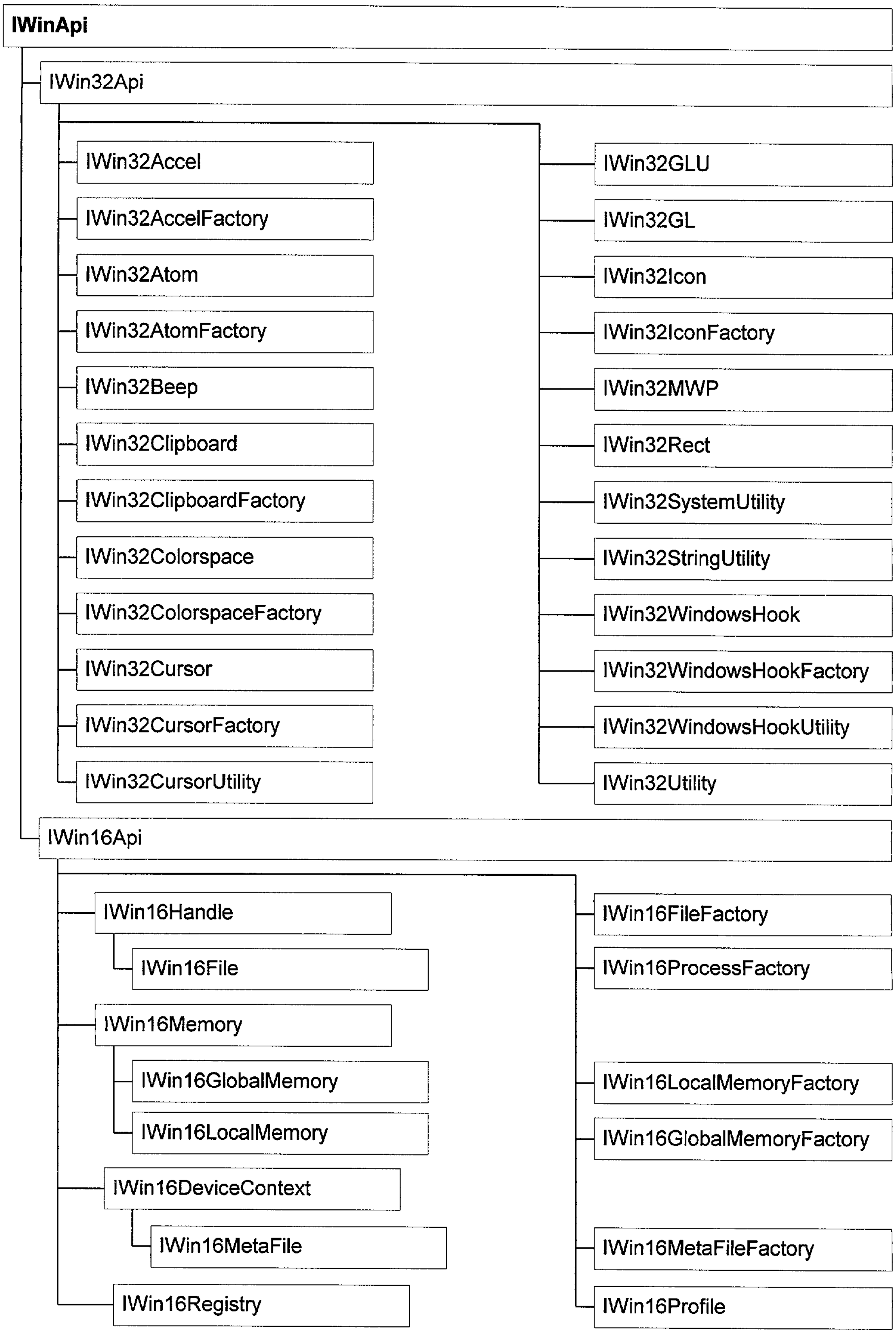
IWin32PaletteSystem
IWin32PenFactory
IWin32RegionFactory

Fig. 14


IWinApi
IWin32Api
IWin32Accel
IWin32AccelFactory
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IWin32Colorspace
IWin32ColorspaceFactory
IWin32Cursor
IWin32CursorFactory
IWin32CursorUtility
IWin32GLU
IWin32GL
IWin32Icon
IWin32IconFactory
IWin32MWP
IWin32Rect
IWin32SystemUtility
IWin32StringUtility
IWin32WindowsHook
IWin32WindowsHookFactory
IWin32WindowsHookUtility
IWin32Utility
IWin16Api
IWin16Handle
IWin16File
IWin16Memory
IWin16GlobalMemory
IWin16LocalMemory
IWin16DeviceContext
IWin16MetaFile
IWin16Registry
IWin16FileFactory
IWin16ProcessFactory
IWin16LocalMemoryFactory
IWin16GlobalMemoryFactory
IWin16MetaFileFactory
IWin16Profile

Fig. 15